

An Elf and an Orc Had a Little Baby



CONTENTS

INTRODUCTION	3
PARENTAGES	5
Aarakocra Parentage	5
Celestial Parentage	7
Centaur Parentage	10
Changeling Parentage	12
Draconic Parentage	14
Dwarven Parentage	17
Elemental Parentage	21
Elven Parentage	24
Firbolg Parentage	29
Gith Parentage	32
Gnomish Parentage	35
Goblinoid Parentage	37
Goliath Parentage	39
Grung Parentage	42
Halfling Parentage	44
Human Parentage	47
Infernal Parentage	50
Kalashtar Parentage	52
Kenku Parentage	54
Kobold Parentage	56
Leonin Parentage	58
Lizardfolk Parentage	60
Locathah Parentage	62
Loxodon Parentage	64
Minotaur Parentage	66
Orc Parentage	69
Satyr Parentage	71
Shifter Parentage	73
Simic Hybrid Parentage	76
Tabaxi Parentage	78
Turtle Parentage	80
Triton Parentage	82
Vedalken Parentage	84
Warforged Parentage	86
Yuan-ti Parentage	89
UPBRINGINGS	91
APPENDIX A: DRAGONMARKS	103
APPENDIX B	108

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FOREWARD

In recent months people have been having a conversation about how DUNGEONS & DRAGONS handles race, specifically in regards to inherently evil races and the bioessentialism of racial mechanics. *An Elf and an Orc Had a Little Baby* addresses the bioessentialism by emphasizing upbringing alongside heritage and largely decoupling skill bonuses from parentage.

Bioessentialism, also known as biological essentialism, is the belief that characteristics like people's personalities or traits are innate rather than a product of circumstance, upbringing, or culture. The idea that all orcs are inherently strong and unintelligent because they are orcs—regardless of where they are from or what they do—is bioessentialism. The idea that all elves are dexterous because they are elves is bioessentialism. Bioessentialism in the real world has a lot of racist history behind it, and that history clings to DUNGEONS & DRAGONS races and invades the game space. That's what this supplement aims to rectify.

While we all know that DUNGEONS & DRAGONS is a fantasy game, it doesn't make sense that characters that are played by and behave like real people wouldn't also be influenced by their biology and their environment just as real people are. There is no reason for an orc noble in a major city who has been pampered their entire life should be inherently stronger than a gnome who has spent their life doing hard labor. To us, verisimilitude is an important part of the game and bioessentialism breaks it. We hope this supplement helps your table explore realism without the racism of the real world interfering.

V.J. Harris

COVER



On the cover, Atornii depicts a loving couple holding a future adventurer in their arms.

INTRODUCTION

Every humanoid you meet in the worlds of DUNGEONS & DRAGONS comes from somewhere. The brass-scaled shopkeep in the doorway might be a full-blooded dragonborn, or their birth parents might be a human and a brass dragon. That surly rock gnome seems typical for her kind until she opens her mouth to speak perfect Infernal and explains she was raised in Avernus. When you ask that dwarf walking down the street if he's born of the mountain dwarves of the western peak or the hill dwarf clan from the southern gully, he might say the truth is a bit of both. And who could forget his adorable dworc twins, one on each arm?

Indeed, every person you meet is born of two parents and raised in a particular environment and culture, making them a unique and valuable part of the multiverse. Accordingly, in this supplement, instead of choosing one monolithic “race,” you have three decisions to make: two birth parents and an upbringing.

Your birth parents might be two humans from Phandalin. Or they might be a kobold and a gnome who fell in love and had you—but through a tragic chain of events, you ended up being raised by sea elf pirates just off the Sword Coast. In this supplement, there is room for both stories.

CHOOSING TWO PARENTS

In the worlds of D&D, humans live and work alongside dwarves, elves, halflings, and countless other fantastic folk. As evidenced by half-elves, half-orcs, genasi, aasimar, tieflings, and many others, a person can take a lover from among another people and have children together. Your character can belong to one or more of these peoples.

How common half-offspring are in your world is up to you, your DM, and your fellow players. With this supplement, you have the tools to create as many—or as few—half-offspring characters and NPCs as needed.

CHOOSING AN UPBRINGING

While your choice of birth parents affects your character's innate traits, your choice of upbringing establishes the fundamental qualities that you gain from your backstory. Perhaps you inherited a breath weapon from your father, psionic powers from your mother, and learned a proficiency with armor from your upbringing. One thing's for sure: with your combined traits, you're a force to be reckoned with.

Your upbringing affects your ability scores, adds a trait or two, and provides cues for building your character's backstory. In this supplement, the description of each upbringing provides roleplaying cues that put you well on your way to crafting a unique backstory.

PARENTAGE TRAITS

The description of each birth parent includes parentage traits: innate characteristics passed on to you. The following entries appear among the traits of most parentages.

I, II, III...

Some of the birth parent options are listed with a roman numeral. These denote variants that may come from the same kind of birth parent.

AGE

At the beginning of character creation, your life expectancy starts at 0 and increases through with each birth parent choice.



When you choose your first birth parent, and again when you choose the second, increase your life expectancy by the number listed under Age of each parent. For example, if your birth mother were a sea elf (375 years) and your father were a halfling (75 years), your life expectancy would be 450 years.

ALIGNMENT

You are a sentient individual with agency to make your own choices. Your alignment is not confined by your parentage, upbringing, background, or class.

Choose any alignment. Or, with your DM's permission, consider an alternative to alignment altogether, such as the three systems found in *Realigned: Alternative Alignment Mechanics*, available on the Dungeon Masters Guild.

SIZE

Like life expectancy, your size begins at 0 and is determined by adding the height listed under each birth parent. As an elf-halfling, you would increase your height by $16 + 1d4$ inches from your father and $27 + 1d8$ inches from your mother. That would make you about 4'2".

If you are 45 inches tall (3'9") or taller, you are Medium in size. Anyone shorter than 45 inches is considered a Small creature.

SPEED

By default, your speed is 30 feet. Choosing certain birth parents, such as wood elves, dwarves, or halflings, might increase or reduce your speed.

TRAITS

Unless specified by a trait's description, a trait's benefits, abilities, and bonuses do not stack. If you inherit two traits of the same name, you only add it to your character sheet once unless otherwise stated.

RACIAL FEATS

If your DM allows the racial feats from *Xanathar's Guide to Everything*, substitute the racial requirement of any feat with the equivalent parentage requirement. (Elven and orc parentage count as half-elf and half-orc respectively.)

UPBRINGING TRAITS

Each upbringing includes traits instilled early in life. The following traits are included in most upbringings, but not all.

ABILITY SCORE INCREASE

Most upbringings increase one or more ability scores.

LANGUAGES

By default, every upbringing teaches Common. The vast majority of upbringings list at least one other language as well. Language options are divided between standard and rare languages. When prompted to choose a language of your choice, your options are wide open. But when prompted to choose a standard language, you must choose from only the corresponding languages on the provided table.



AARAKOCRA PARENTAGE

A popular legend says aarakocra are not native to the Material Plane. They hail from a world beyond: the boundless vistas of the Elemental Plane of Air.

From below, aarakocra look much like large birds. Only when they descend to roost upon a branch or walk across the ground does their humanoid appearance reveal itself. Standing upright, aarakocra might reach 5 feet tall, with long, narrow legs that taper to sharp talons.

Their plumage can be brightly colored or more subdued, their feathers ranging from dazzling reds and eye-catching yellows to muted palettes of brown or gray. Their heads can resemble that of a parrot, eagle, owl, quail, raven, or any other bird.

HALF-AARAKOCRA

If an aarakocra takes a lover of another people, the couple can sometimes produce offspring. If the aarakocra parent is the one giving birth, the aarakocra hatches from an egg. Otherwise, the half-aarakocra is born the way its non-aarakocra parent gives birth.

While only a few half-aarakocra have beaks, all are covered in feathers and sport wings that splay from their shoulders. However, half-aarakocra lack the long flight feathers of their aarakocra birth parent. As a result, half-aarakocra are capable of flight, but cannot soar as fast or as far as their avian birth parent. Many half-aarakocra bob their heads when they walk, punctuate their sentences with squawks, or possess other distinctly avian mannerisms.

All individuals with any aarakocra parentage have talons, which is why most go barefooted or wear specially-made footwear. Their talons can serve as weapons, leaving deep slashes on a foe with a precise strike. Some half-aarakocra find walking on solid ground a little unnatural and move with a stilted gait.

AARAKOCRA BIRTH PARENT

One of your birth parents is an aarakocra. You have feathered wings and can fly, and you gain natural weapons in the form of talons. You can choose this birth parent option twice.

Age. Your life expectancy increases by 15 years.

Size. Your height increases by 26 + 1d8 inches.

Speed. Your base walking speed reduces to 25 feet.

Flight. You have a flying speed of 20 feet. To use this speed, you can't be wearing medium or heavy armor.

If you already have a flying speed inherited from your other birth parent, increase your flying speed to 50 feet.

Talons. Your talons are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.





CELESTIAL PARENTAGE

Celestials are creatures native to the Upper Planes. Many of them serve deities, employed as messengers or agents in the mortal realm and throughout the planes. Celestials are good by nature, so the exceptional celestial who strays from a good alignment is a horrifying rarity.

Though celestials include couatls and pegasi, those that take mortal lovers are typically angels. An angel is a celestial agent sent forth into the planes to further their god's agenda for weal or woe. Its sublime beauty and presence can drive awestruck onlookers to their knees. Yet angels can be destroyers too. Their appearance portends doom as often as they signal hope.

AASIMAR

Aasimar are people with celestial parentage—a touch of the power of Mount Celestia, the divine realm of many lawful good deities. Aasimar are a people of otherworldly visages, with luminous features that reveal their celestial heritage.

As a result, an aasimar can draw the attention of evil cultists, fiends, and other enemies of Mount Celestia, all of whom would be eager to strike down a celestial's offspring if they had the chance. When traveling, some aasimar prefer hoods, closed helms, and other gear to conceal their face. Others openly reveal their celestial heritage for all to see, welcoming the attention.

Celestial parentage reveals itself in otherworldly features—the ability to see in the dark, a touch that closes wounds or illuminates the night, resistance to deathly or radiant magic, or an unnaturally long life.

Regardless of their inherited traits and despite their celestial origin, aasimar are mortal and free to choose any path: good, evil, or somewhere in between. Some even regard questions of morality with complete ambivalence. Aasimar are evidence that biology, even celestial biology, is not destiny.

CELESTIAL BIRTH PARENT I

One of your birth parents is an aasimar or perhaps even a celestial. You can see in the dark and heal others with a touch.

Age. Your life expectancy increases by 80 years.

Size. Your height increases by 28 + 1d10 inches.

Darkvision. Your vision cuts through the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Healing Hands. As an action, you can touch a creature and cause it to regain a number of hit points equal to your level. Once you use this trait, you can't use it again until you finish a long rest.

CELESTIAL BIRTH PARENT II

One of your birth parents is an aasimar or perhaps even a celestial. You are shielded from dark powers and can conjure light.

Age. Your life expectancy increases by 80 years.

Size. Your height increases by 28 + 1d10 inches.

Celestial Resistance. You have resistance to necrotic damage and radiant damage.

Light Bearer. You know the *light* cantrip. Charisma is your spellcasting ability for it.



LAKREM

Medium humanoid (aasimar, elf)

Armor Class 18 (chain mail, shield)

Hit Points 11 (Hit Dice 1d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	12 (+1)	10 (+0)	12 (+1)	13 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Wisdom +3, Charisma +3

Skills Insight +3, Medicine +3, Persuasion +3, Religion +2

Armor all armor, shields

Weapons simple weapons, martial weapons

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, Celestial, Common, Draconic

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Innate Spellcasting. Your innate spellcasting ability is Charisma. You can innately cast the following spells:
At will: *dancing lights*

Safe Haven. You have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Trance. You don't need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

ACTIONS

Attack. You can attack when you take this action, using the following:

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target.

Hit: 1d6 + 2 piercing damage.

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d8 + 2 piercing damage.

Divine Sense (2; Recharges After a Long Rest). As an action, you can open your awareness to detect strong evil and powerful good. Until the end of your next turn, you know the location of any celestial, fiend, or undead within 60 feet of you that is not behind total cover. You know the type of any being whose presence you sense, but not its identity. Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.

Healing Hands (Recharges After a Long Rest). As an action, you can touch a creature and cause it to regain 1 hit point.

Lay on Hands (Recharges After a Long Rest). You have a pool of healing with which you can restore up to 5 hit points. You touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.

Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one. This feature has no effect on undead and constructs.

Lakrem's story doesn't start in Barovia, but—to hear him tell it—everything else before Barovia was unimportant. He was born to devout followers of Lathander and given over to the Dawnbringers when he was a young boy to be trained and raised to serve the Lathanderian faith once his divine nature—borne of latent celestial heritage—manifested.

When he finally reached adulthood, Lakrem was called to undertake a dangerous mission: rid Barovia of the evil plaguing the land. Many had been called to do this, and none had returned. Lakrem felt, as a Chosen of the Dawnbringer, that he would be the one to end the eternal darkness in Barovia.





CENTAUR PARENTAGE

Centaurs have the upper bodies, down to the waist, of muscular humans, displaying all the human variety of skin tones and features. Their ears are slightly pointed, but their faces are wider and squarer than those of elves. Contrary to popular belief, centaurs do not have horse parentage—theirs is merely a case of parallel evolution.

Centaurs appear to have the bodies of small horses below the waist, with a similar range of coloration from various shades of chestnut or bay to dappled or even zebra-like striped patterns. The upper bodies of centaurs are comparable to human torsos in size, and their lower equine bodies average about 4 feet tall at the withers. Overall, they are smaller than a human rider mounted on a horse, standing between 6 and 7 feet tall.

Some centaurs tend to be sleek and muscular, with powerful legs built for endurance rather than speed. They usually have a single-color coat, often with a shine that can look metallic in bright light. Other centaurs typically have long, nimble legs and lean bodies, and are often marked with natural color patterns on their hide. Occasionally, a centaur is born with vertical stripes on their hooves.

HALF-CENTAURS

Non-centaurs usually have a difficult time telling centaurs from their half-centaur children. The appearance of a half-centaur's upper body resembles that of their non-centaur birth parent. The lower equine half has the same appearance as that of the centaur birth parent.

Size and weight strike the middle ground between a half-centaur's two birth parents. For example, a firbolg-centaur is a towering figure indeed, but a halfling-centaur is much less physically imposing.

Centaurs live on worlds all over the multiverse, but they originated from the Feywild. Like their centaur birth parent, all half-centaurs are fey creatures. This makes them immune to a host of humanoid-targeting spells, to the chagrin of many spellcasters.

Some half-centaurs are just as fast as their centaur birth parent and can use their hard hooves to bludgeon their foes.

Other half-centaurs have smaller hooves but are capable of great bursts of speed. These half-centaurs also have strong frames and can bear loads that other folk would find burdensome to carry.

CENTAUR BIRTH PARENT I

One of your birth parents is a centaur. You are a fey and have a powerful frame.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by $36 + 1d4$ inches.

Charge. If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with an unarmed attack.

Fey. Your creature type is fey, rather than humanoid.

Equine Build. You count as one size larger when determining your carrying capacity and the weight you can push or drag. In addition, any climb that requires hands and feet is especially difficult for you because of your equine legs. When you make such a climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

CENTAUR BIRTH PARENT II

One of your birth parents is a centaur. You have hard hooves with which you can gallop.

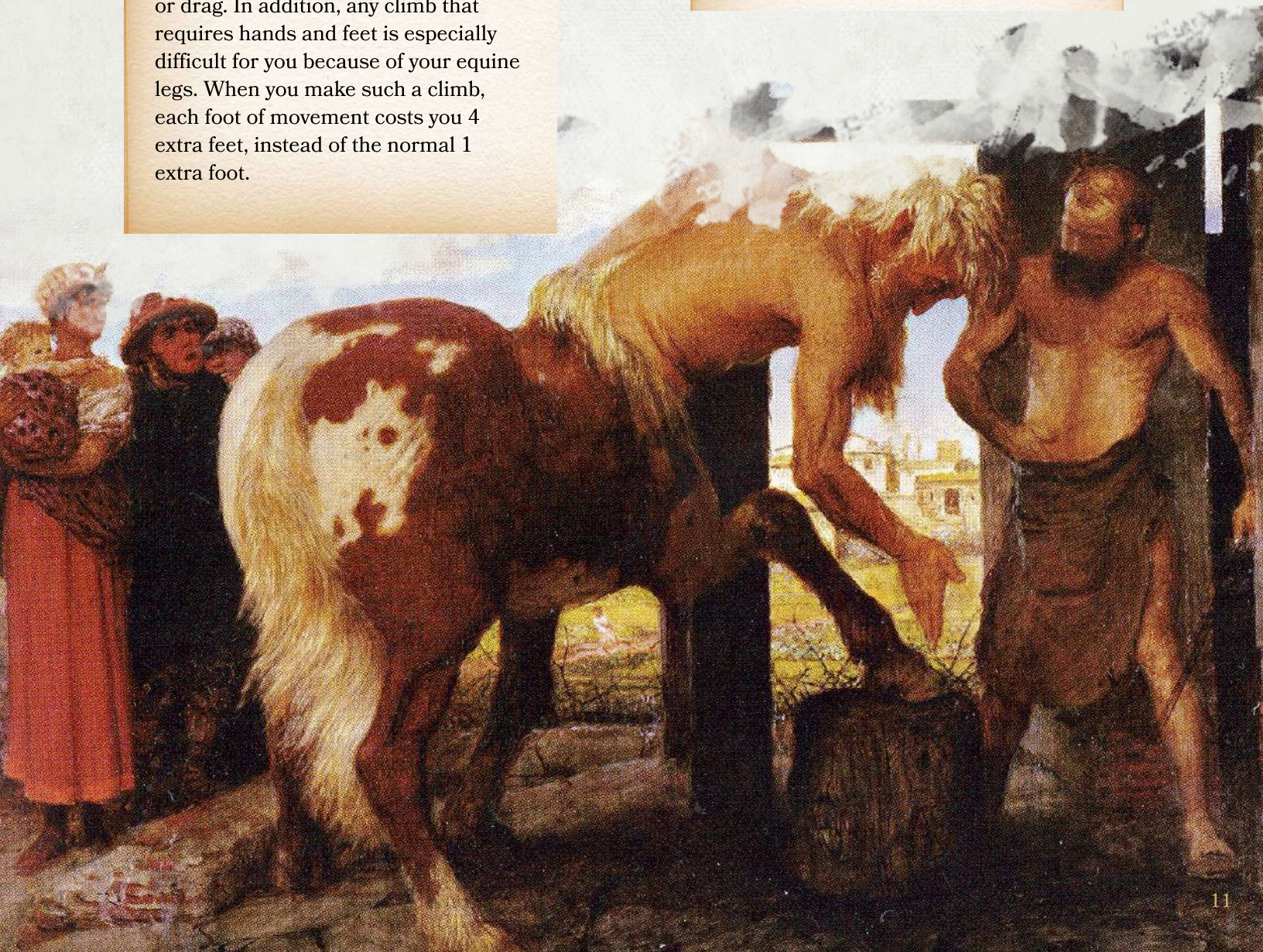
Age. Your life expectancy increases by 50 years.

Size. Your height increases by $36 + 1d4$ inches.

Speed. Your base walking speed increases to 40 feet.

Fey. Your creature type is fey, rather than humanoid.

Hooves. Your hooves are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to $1d4 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.





CHANGELING PARENTAGE

In their natural form, changelings are slender and pale, with colorless eyes and silver-white hair.

A changeling can alter their physical appearance with a thought, shifting shapes the way others might change clothes. Shifting is a natural form of expression for the changeling.

A casual shape—one created on the spur of the moment, with no depth or history—is called a mask. A mask can be used to express a mood or to serve a specific purpose and then never used again. However, many changelings develop identities that have more depth. They build an identity over time, crafting a persona with a history and beliefs.

Personas can even be passed down through a family, allowing a younger changeling to take advantage of contacts established by previous users of the persona.

HALF-CHANGELING

A half-changeling looks remarkably like their non-changeling birth parent. In fact, their true form, only trace changeling features are evident.

However, a half-changeling shares part of their changeling birth parent's remarkable shapechanging trait. While a changeling can change both their voice and appearance, a half-changeling can do only one or the other.

Those who can change their appearance keep their natural voice. Those who can change their voice keep their true form, though the latter also have the ability to alter what passes for clothing and armor.

While half-changelings don't have the full range of shapechanging options as their changeling birth parent, they benefit from the traits inherited from their other birth parent.

CHANGELING BIRTH PARENT I

One of your birth parents is a changeling. You can change your appearance at will.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 30 + 1d4 inches.

Shapechanger. As an action, you can change your appearance. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height and weight, but not so much that your size changes. While shapechanged, none of your game statistics change. You can't duplicate the appearance of a creature you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your voice, clothing, and equipment aren't changed by this trait.

You stay in the new form until you use an action to revert to your true form or until you die.



CHANGELING BIRTH PARENT II

One of your birth parents is a changeling. You can perfectly mimic another person's voice.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 30 + 1d4 inches.

Voice Change. As an action, you can change your voice. You can't duplicate the voice of a creature you've never heard. Your appearance remains the same.

You keep your mimicked voice until you use an action to revert to your true voice.

Wardrobe Change. As an action, you can change your appearance to make it look like you are wearing a different set of clothing or armor. You determine the specifics of the changes, including coloration, fit, and style. You can't duplicate the appearance of clothing or armor you've never seen, and you must adopt clothing that fits the same basic arrangement of limbs that you have. Your equipment isn't changed by this trait.

While using this trait to appear to wear armor, your AC is 12 + your Dexterity modifier. You can use this trait to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use this trait.

The change remains until you use an action to revert to your true form or until you die.



DRACONIC PARENTAGE

Dragons are winged reptiles of ancient lineage and fearsome power, with the oldest dragons accounted as some of the most powerful creatures in the world. Dragons are also magical creatures whose innate power fuels their dreaded breath weapons and other preternatural abilities.

When a dragon in polymorphed form mates with another creature, the union sometimes produces mixed-parentage offspring. The result is a creature that combines the essence of a dragon with the form of its other parent. Regardless of their origins, all those with draconic parentage have similar traits and appearance, gaining either resistance to destructive energy or a breath weapon.

DRAGONBORN

If two creatures of draconic parentage have children together, the result is a dragonborn. Born of dragons, as their name proclaims, dragonborn seamlessly combine the attributes of dragons and humanoids.

Dragonborn look very much like dragons standing erect in humanoid form, though they lack wings and most have no tail. Dragonborn have scales of vibrant hues matching the colors of their dragon kin— bright red, green, blue, or white, lustrous black, or gleaming metallic gold, silver, brass, copper, or bronze. Generations of interbreeding can create a more uniform appearance with small, fine scales that are usually brass or bronze in color, sometimes ranging to scarlet, rust, gold, or copper-green. Dragonborn are tall and strongly built, often standing close to 6½ feet tall and weighing 300 pounds or more. Their hands and feet are strong, talonlike claws with three fingers and a thumb on each hand.

Those with only one draconic parent display some, but not all, of these attributes. Their scales may be smaller or softer.

DRACONIC BIRTH PARENT I

One of your birth parents is a dragonborn or perhaps even a dragon. You have inherited a destructive breath weapon.

Age. Your life expectancy increases by 40 years.

Size. Your height increases by 33 + 1d8 inches.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic parentage determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic parentage. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

DRACONIC BIRTH PARENT II

One of your birth parents is a dragonborn or perhaps even a dragon. You have inherited the ability to see in the dark and stand against breath weapons.

Age. Your life expectancy increases by 40 years.

Size. Your height increases by 33 + 1d8 inches.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Damage Resistance. You have resistance to the damage type associated with your draconic parentage.

DRACONIC PARENTAGE

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)



JIVAM TAMMSEL

Medium humanoid (dragonborn, human)

Armor Class 14 (unarmored defense)

Hit Points 9 (Hit Dice 1d8)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	14 (+2)	12 (+1)

Proficiencies (+2 proficiency bonus)

Saving Throws Strength +3, Dexterity +4

Skills Acrobatics +4, History +1, Insight +4, Intimidation +3, Perception +4, Persuasion +3

Tools calligrapher's supplies, dragonchess set

Weapons simple weapons, shortswords; melee weapons of these types that lack the two-handed or heavy property are monk weapons for you

Senses passive Perception 14

Languages Common, Draconic, Primordial

Position of Privilege. Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

Jivam Tammsel is a nobleman who leads a barony in Erkazar, a small kingdom east of Tethyr. Baron Tammsel also happens to be a half-dragon with the innate ability to spew a line of acid at anyone who dares threaten his people.

Baron Tammsel's barony is called Impresk, which is the northernmost of Elkazar's five baronies. Impresk Lake lies on its western border. The land is mostly made up of nomadic hill people, farming villages, logging and shepherding towns, and a mining settlement.

Jivam was born in Waterdeep to an adult steel dragon mother who had taken human form for decades. Though Jivam never knew his birth father, his foster father was a kind minor nobleman in Waterdeep who saw to it that Jivam received the best education money could buy. Jivam enjoyed his studies, but not nearly as much as his daily ride or frequent hunting expeditions.

His hobby took him deeper and deeper into the wilds until he decided to give up city life. His travels led him to Impresk, where he met a people in need of leadership. He earned their respect by defending them against attack, and they elected him baron.

Relentless Endurance (Recharges After a Long Rest). When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

ACTIONS

Attack. You can attack when you take this action, using the following:

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target.

Hit: 1d6 + 2 piercing damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 feet, one target.

Hit: 1d4 + 2 piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target.

Hit: 1d4 + 2 bludgeoning damage.

Breath Weapon (Recharges after a Short or Long Rest).

You can use your action to spray acid in a 30-foot line.

Each creature in that line must make a DC 11

Dexterity saving throw, taking 7 (2d6) acid damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Martial Arts. When you use the Attack action with your unarmed strike or shortsword on your turn, you can make one unarmed strike as a bonus action.





DWARVEN PARENTAGE

Though they stand well under 5 feet tall, dwarves are so broad and compact that they can weigh as much as a human standing nearly two feet taller.

Dwarven skin ranges from black to a paler hue tinged with red, but the most common shades are light brown or deep tan earthen tones. Their hair is usually black, gray, or brown, though paler dwarves often have red hair. Dwarven beards grow fuller, thicker, and faster than those of humans.

Dwarves can live to be more than 400 years old, so the oldest living dwarves often remember a very different world. This longevity grants them a perspective on the world that shorter-lived races such as humans and halflings lack.

Dwarves come in three physiologically distinct types: hill, mountain, and gray. All adapted to life underground, but at different depths. Hill dwarves adapted closest to the surface, mountain dwarves a little deeper, and gray dwarves adapted to a life totally bereft of sunshine. Of course, whatever your dwarven parentage, you are free to live wherever you feel most at home.

HALF-DWARVES

A person with only one dwarven parent is known as a half-dwarf. Due to their relatively short and stocky frame, all half-dwarves walk slightly slower than their size suggests, though they don't seem very burdened carrying heavy loads. One other trait they all share is an ability to see in the dark.

Other than that, differences abound. Some half-dwarves can consume vast quantities of alcohol and even a little poison with few to no adverse effects. Others are naturally tough and can take quite a beating before succumbing to their wounds. Those descended from gray dwarves have latent magic. And those with a mountain dwarf birth parent are naturally strong.

DWARVEN BIRTH PARENT

One of your birth parents is a dwarf of any type or a mix of dwarven parentages. You are sturdy and resistant to poison.

Age. Your life expectancy increases by 175 years.

Size. Your height increases by 23 + 1d4 inches.

Speed. Your base walking speed reduces to 25 feet. Your speed is not further reduced by wearing heavy armor.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

HILL DWARVEN BIRTH PARENT

One of your birth parents is a hill dwarf. You have inherited remarkable physical resilience.

Age. Your life expectancy increases by 175 years.

Size. Your height increases by 22 + 1d4 inches.

Speed. Your base walking speed reduces to 25 feet. Your speed is not further reduced by wearing heavy armor.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dwarven Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.



GRAY DWARVEN BIRTH PARENT

One of your birth parents is a gray dwarf. You have inherited keen darkvision and innate magical ability.

Age. Your life expectancy increases by 175 years.

Size. Your height increases by 23 + 1d4 inches.

Speed. Your base walking speed reduces to 25 feet. Your speed is not further reduced by wearing heavy armor.

Superior Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

If you already have darkvision inherited from your other birth parent, increase your darkvision's range by 60 feet.

Duergar Resilience. You have advantage on saving throws against illusions and against being charmed or paralyzed.

Duergar Magic. When you reach 3rd level, you can cast the *enlarge/reduce* spell on yourself once with this trait, using only the spell's enlarge option. When you reach 5th level, you can cast the *invisibility* spell on yourself once with this trait. You don't need material components for either spell, and you can't cast them while you're in direct sunlight, although sunlight has no effect on them once cast. You regain the ability to cast these spells with this trait when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

MOUNTAIN DWARVEN BIRTH PARENT

One of your birth parents is a mountain dwarf. You are strong and hardy.

Ability Score Increase. Your Strength score increases by 1. You can't increase an ability score above 17 using this trait.

Age. Your life expectancy increases by 175 years.

Size. Your height increases by 24 + 1d4 inches.

Speed. Your base walking speed reduces to 25 feet. Your speed is not further reduced by wearing heavy armor.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.



ANBERA QUALANTHRI

Medium humanoid (dwarf, elf)

Armor Class 17 (splint armor)

Hit Points 11 (**Hit Dice** 1d10)

Speed 25 feet

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	10 (+0)	13 (+1)	8 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Strength +3, Constitution +4

Skills Deception +1, Insight +3, Perception +3, Stealth +5, Survival +3

Armor all armor, shields

Tools dice set, thieves' tools +5

Weapons all weapons

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Anbera comes from a wooded city nestled in the cleft of a mountain. For as long as anyone can remember, dwarves and elves have lived side by side there in peace.

Anbera's father is a city planner obsessed with the idea of transplanting trees into the Underdark and nourished there by perpetual *light* spells. Her mother is a gifted weaponsmith who mixes the dwarven and elven arts of metallurgy.

Anbera charted her own path, joining the scouts that patrol the neighboring forested regions to ward off threats to the city. She wields both axe and bow to honor her mixed heritage.

Recently, Anbera has volunteered to go undercover to unearth a plot against her homeland. She has ventured deep underground to join a cutthroat band of usurpers hungry for the throne.

As a double agent, she is collecting information on the organization that can be used to take them down. The most alarming discovery she's made is that the plot is deeper and the enemy more powerful than anyone had imagined. Anbera will need all of her wits and skill just to get out of there alive.

Dwarven Resilience. You have advantage on saving throws against poison.

Heavy Armor. While wearing splint armor, you have disadvantage on Dexterity (Stealth) checks.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Trance. You don't need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

ACTIONS

Attack. You can attack when you take this action, using the following:

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 feet, one target.

Hit: 1d8 + 3 piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target.

Hit: 1d6 + 3 slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit as a melee attack or +5 to hit as a ranged attack, reach 5 feet or range 20/60 feet, one target.

Hit: 1d6 + 1 slashing damage.

BONUS ACTIONS

Second Wind (Recharges after a Short or Long Rest).

Regain 1d10 + 1 hit points.





ELEMENTAL PARENTAGE

Genies are rare elemental creatures out of story and legend. Only a few can be found on the Material Plane. The rest reside on the Elemental Planes, where they rule from lavish palaces.

A genie is born when the soul of a sentient living creature melds with an elemental plane's primordial matter. Only under rare circumstances does such an elemental-infused soul coalesce into a manifest form and create a genie.

A genie usually retains no connection to the soul that gave it form. That life force is a building block that determines the genie's form and one or two key personality traits.

Although they resemble humanoid beings, genies are elemental spirits given physical form. A genie with a stronger connection to its mortal soul might choose to sire a child with a mortal, although such offspring, called genasi, are rare.

GENASI

Some genasi are born of mortal-genie unions, and others have two genasi as parents. A rare few have a genie further up their family tree, manifesting an elemental heritage that's lain dormant for generations.

Occasionally, genasi result from exposure to a surge of elemental power, through phenomena such as an eruption from the Inner Planes or a planar convergence. Elemental energy saturates any creatures in the area and might alter their nature enough that their offspring with other mortals are born as genasi.

Genasi inherit something from both sides of their dual nature. They resemble humans but have unusual skin color (red, green, blue, or gray). The elemental blood flowing through their veins manifests differently in each genasi, sometimes as magical power.

Seen in silhouette, a genasi can usually pass for a member of their non-elemental parent's people. Those of earth or water descent tend to be heavier, while those of air or fire tend to be lighter. A given genasi might have some features reminiscent of the mortal parent (pointed ears from an elf, a stockier frame and thick hair from a dwarf, small hands and feet from a halfling, exceedingly large eyes from a gnome, and so on).

DAO BIRTH PARENT

One of your birth parents is an earth genasi, dao, or creature from the Elemental Plane of Earth. You have inherited thick skin and an affinity with earth and stone.

Age. Your life expectancy increases by 60 years.

Size. Your height increases by 28 + 1d10 inches.

Earth Walk. You can move across difficult terrain made of earth or stone without expending extra movement.

Natural Armor. When you aren't wearing armor, your AC is 12 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Petrification Resistance. You have advantage on saving throws against being petrified.

DJINNI BIRTH PARENT

One of your birth parents is an air genasi, djinni, or creature from the Elemental Plane of Air. You never want for air and can weather virtually any storm.

Age. Your life expectancy increases by 60 years.

Size. Your height increases by 28 + 1d10 inches.

Djinni Resistances. You have resistance to lightning and thunder damage.

Unending Breath. You can hold your breath indefinitely while you're not incapacitated.

EFREETI BIRTH PARENT

One of your birth parents is a fire genasi, efreeti, or creature from the Elemental Plane of Fire. You can see in the dark and take the heat.

Age. Your life expectancy increases by 60 years.

Size. Your height increases by 28 + 1d10 inches.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. Your ties to the Elemental Plane of Fire make your darkvision unusual: everything you see in darkness is in a shade of red.

Fire Resistance. You have resistance to fire damage.

MARID BIRTH PARENT

One of your birth parents is a water genasi, marid, or other elemental from the Elemental Plane of Water. You have inherited thick skin and an affinity with seas and rivers.

Age. Your life expectancy increases by 60 years.

Size. Your height increases by 30 + 1d12 inches.

Acid Resistance. You have resistance to acid damage.

Amphibious. You can breathe air and water.

Swim. You have a swimming speed of 30 feet.



LYSSWIN

Medium humanoid (dwarf, genasi)

Armor Class 14 (natural armor)

Hit Points 11 (Hit Dice 1d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	14 (+2)	11 (+0)	13 (+1)	18 (+4)

Proficiencies (+2 proficiency bonus)

Saving Throws Charisma +6, Dexterity +4

Skills Insight +3, Intimidation+7, Investigation+7, Stealth +4, Survival +3

Armor light armor

Tools disguise kit, thieves' tools +4

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Dwarven Toughness. Your hit point maximum increases by 1 (included in the stat block), and it increases by 1 every time you gain a level.

Ear to the Ground. You are in frequent contact with people in the segment of society that your chosen quarries move through. These people might be associated with the criminal underworld, the rough-and-tumble folk of the streets, or members of high society. This connection comes in the form of a contact in any city you visit, a person who provides information about the people and places of the local area.

Earth Walk. You can move across difficult terrain made of earth or stone without expending extra movement.

Hunter's Intuition. When you make a Wisdom (Perception) or Wisdom (Survival) check, you can roll a d4 and add the number rolled to the ability check.

Petrification Resistance. You have advantage on saving throws against being petrified.

Spellcasting. Your spellcasting ability is Charisma (+6 to hit with spell attacks, spell save DC 14). You know the following bard spells:

Cantrips (at will): *friends*, *thunderclap*

1st level (2 slots): *charm person*, *disguise self*, *sleep*, *unseen servant*

ACTIONS

Attack. You can attack when you take this action, using the following:

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 2 piercing damage.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1d8 + 2 piercing damage.

BONUS ACTIONS

Bardic Inspiration (4; Recharges After a Long Rest). Choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the DM says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.

Listen, I'm the best there is at this job. Even better than some of the House members that actually have a Mark. It makes them lazy. They think, 'oh the Mark will find them for me.' Then the fugitive gets away, and I've got to be called in.

Growing up in the Shadow Marshes without a Mark doesn't mean much. Everyone is worth the same. I've heard tales and seen it for myself how the markless are treated in other Houses. It's strange how a person's worth isn't determined by their deeds but by something they didn't even earn.

Despite the other Houses' strange practices, their money's worth the same as everyone else's. I don't get hung up on the details of why someone needs to be found. I find them and bring them back. I'm paid well not to think about anything else.





ELVEN PARENTAGE

Elves are known for their sharp facial features. They are slightly shorter than humans, ranging from well under 5 feet tall to just over 6 feet. They are more slender than humans, weighing only 100 to 145 pounds.

Elves' coloration encompasses the normal human range and also includes skin in shades of copper, bronze, purple, and almost bluish-white, hair of green or blue, and eyes like pools of liquid gold or silver. Most elves have no facial and little body hair.

Elves can live well over 700 years, giving them a broad perspective on events. Since they are so long-lived, they can enjoy centuries of exploration, discovery, relaxation, or any other pursuit.

Elves have adapted to a number of different environments. Some live deep in the forest or jungle, swift and trackless, while others live by or near the sea, giving them aquatic adaptations. Still other elves live their lives underground, giving them unrivaled eyesight and innate magicks.

Some elves have spilled beyond the Material Plane, entering other realms and staying for countless generations. The elves known as the eladrin have adapted to the vibrant Feywild while the shadar-kai elves can survive in the gloomy Shadowfell.

HALF-ELVES

Half-elves combine the physical features of their elven and non-elven parents. Half-elven coloration and features lie somewhere between their elven parent and non-elven parent, and thus show a variety even more pronounced than that found among either people. They tend to have the eyes of their elven parents.

Because half-elves typically live to be at least 400 years old, many of them watch friends and loved ones age while time barely touches them.

ELVEN BIRTH PARENT I

One of your birth parents is an elf of any type or a mix of elven parentages. You see in the dark and are resistant to fey magic.

Age. Your life expectancy increases by 375 years.

Size. Your height increases by 27 + 1d8 inches.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

ELVEN BIRTH PARENT II

One of your birth parents is an elf of any type or a mix of elven parentages. You don't need sleep and have keen senses.

Age. Your life expectancy increases by 375 years.

Size. Your height increases by 27 + 1d8 inches.

Keen Senses. You have proficiency in the Perception skill.

Sylvan Magic. When you reach 5th level, you can cast the *pass without trace* spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Trance. You don't need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.



DARK ELVEN BIRTH PARENT

One of your birth parents is a dark elf. You have drow magic and don't need sleep but suffer in sunlight.

Age. Your life expectancy increases by 375 years.

Size. Your height increases by 27 + 1d6 inches.

Superior Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

If you already have darkvision inherited from your other birth parent, increase your darkvision's range by 60 feet.

Drow Magic. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *faerie fire* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *darkness* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Trance. You don't need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

ELADRIN BIRTH PARENT

One of your birth parents is an eladrin. You are associated with one of the four seasons and have innate magic reminiscent of that season.

Age. Your life expectancy increases by 375 years.

Size. Your height increases by 27 + 1d12 inches.

Fey Step. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long rest.

When you reach 3rd level, your Fey Step gains an additional effect based on your season; if the effect requires a saving throw, the DC equals 8 + your proficiency bonus + your Charisma modifier:

Autumn. Immediately after you use your Fey Step, up to two creatures of your choice that you can see within 10 feet of you must succeed on a Wisdom saving throw or be charmed by you for 1 minute, or until you or your companions deal any damage to it.

Winter. When you use your Fey Step, one creature of your choice that you can see within 5 feet of you before you teleport must succeed on a Wisdom saving throw or be frightened of you until the end of your next turn.

Spring. When you use your Fey Step, you can touch one willing creature within 5 feet of you. That creature then teleports instead of you, appearing in an unoccupied space of your choice that you can see within 30 feet of you.

Summer. Immediately after you use your Fey Step, each creature of your choice that you can see within 5 feet of you takes fire damage equal to your Charisma modifier (minimum of 1 damage).

SEA ELVEN BIRTH PARENT

One of your birth parents is a sea elf. You have inherited aquatic adaptations.

Age. Your life expectancy increases by 375 years.

Size. Your height increases by 27 + 1d8 inches.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Child of the Sea. You have a swimming speed of 30 feet, and you can breathe air and water.

SHADAR-KAI BIRTH PARENT I

One of your birth parents is a shadar-kai. You are adapted to the Shadowfell and can see in the dark.

Age. Your life expectancy increases by 375 years.

Size. Your height increases by 28 + 1d8 inches.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Necrotic Resistance. You have resistance to necrotic damage.

SHADAR-KAI BIRTH PARENT II

One of your birth parents is a shadar-kai. You are adapted to the Shadowfell and don't need to sleep.

Age. Your life expectancy increases by 375 years.

Size. Your height increases by 28 + 1d8 inches.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Keen Senses. You have proficiency in the Perception skill.

Necrotic Resistance. You have resistance to necrotic damage.

Trance. You don't need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

WOOD ELVEN BIRTH PARENT

One of your birth parents is a wood elf. You have keen senses and quick feet.

Age. Your life expectancy increases by 375 years.

Size. Your height increases by 27 + 1d10 inches.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fleet of Foot. Your base walking speed increases by 5 feet.

Sylvan Magic. When you reach 5th level, you can cast the *pass without trace* spell once with this trait, and you regain the ability to cast it this way when you finish a long rest. Wisdom is your spellcasting ability for this spell.



CHAZEN XILTABAR

Medium humanoid (dwarf, elf)

Armor Class 12

Hit Points 9 (Hit Dice 1d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	12 (+1)	13 (+1)	16 (+3)

Proficiencies (+2 proficiency bonus)

Saving Throws Charisma +5, Constitution +5

Skills Athletics +4, Intimidation +5, Performance +5, Persuasion +5, Survival +3

Tools disguise kit, vehicles (land)

Weapons daggers, darts, light crossbows, slings, quarterstaffs

Senses darkvision 120 ft., passive Perception 11

Languages Common, Elvish, Primordial, Undercommon

City Underbelly. You have connections to almost all illegal organizations and guilds in the city where you were imprisoned and the surrounding area. You can invoke favors and connections to possibly gain safe lodging or other favors from some organizations, but they may want something in return.

Duergar Resilience. You have advantage on saving throws against illusions and against being charmed or paralyzed.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

I shouldn't have been born. In a time of war between the drow and the duergar, my mother, a Matron Mother, and my father, a general, should not have had me. They should not have been meeting in secret. Should not have been lovers. Because of this, all I've known is hardship.

I was given to a traveling troupe when I was very young when my mother could no longer hide my heritage. I spent years being everyone's whipping boy, but I vowed it wouldn't stay that way. I trained and trained and during that time my powers swelled within me. When that happened Kethan Vrin, the troupe leader, decided I would fight for others' entertainment.

As I grew in fame, they called me Stormbringer. They claimed my steps echoed thunderously around me—that harsh wind and crackles of lightning surrounded me. They claimed that I could not be defeated.

Innate Spellcasting. Your innate spellcasting ability is Charisma. You can innately cast the following spells:

At will: *dancing lights*

Spellcasting. Your spellcasting ability is Charisma (+4 to hit with spell attacks, spell save DC 12). You can cast the following sorcerer spells:

Cantrips (at will): *booming blade*, *sword burst*

1st level (2 slots): *mage armor*, *shield*

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Trance. You don't need to sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

ACTIONS

Attack. You can attack when you take this action, using the following:

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or 20/60 ft., one target.

Hit: 1d4 + 2 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target.

Hit: 1d8 + 2 piercing damage.

BONUS ACTIONS

Tempestuous Magic. On your turn, you can cause whirling gusts of elemental air to briefly surround you, immediately before or after you cast a spell of 1st level or higher. Doing so allows you to fly up to 10 feet without provoking opportunity attacks.





FIRBOLG PARENTAGE

Firbolgs are adapted to life in the deep forest. Though they stand between 7 and 8 feet tall and weigh between 240 and 300 pounds, they prove difficult to track due to their innate magic. Between short bursts of invisibility and certain illusory magicks, firbolg are masters of elusion.

Firbolgs have bluish skin or a thin covering of pale blue hair. They also have a pink nose and bovine ears. In addition to their blue coat of fur, most firbolg sport a second coat of hair that covers their heads. Some firbolgs can grow beards with it as well.

HALF-FIRBOLGS

Half-firbolgs are usually shorter than their firbolg parent, unless their other parent was also quite tall. Most are hairy or have bluish skin. They usually have either a bovine nose or bovine ears, but seldom both.

Due to their parentage, half-firbolgs retain some of the innate magic of their firbolg parent. This magic manifests as a short burst of invisibility or the ability to sense magic and ensorcell their appearance. Those who can do the latter can go undetected among their non-firbolg parent's people for decades if desired.

Since even half-firbolg outlive most other humanoids, they eventually watch their friends and non-firbolg family members grow old and die. Some become restless and desire to move on when most of the people of their own generation have passed away. These firbolgs are likely to take up other pursuits—such as adventuring—or go to live among their firbolg family members.

FIRBOLG BIRTH PARENT I

One of your birth parents is a firbolg. You have inherited a big stature and short bursts of invisibility.

Age. Your life expectancy increases by 250 years.

Size. Your height increases by 37 + 1d12 inches.

Hidden Step. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

FIRBOLG BIRTH PARENT II

One of your birth parents is a firbolg. You have inherited innate magicks that help you stay undetected.

Age. Your life expectancy increases by 250 years.

Size. Your height increases by 37 + 1d12 inches.

Firbolg Magic. You can cast *detect magic* and *disguise self* with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of *disguise self*, you can seem to be the height of humans or elves, allowing you to more easily blend in.



ZHOG

Medium humanoid (firbolg, orc)

Armor Class 10

Hit Points 8 (Hit Dice 1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	14 (+2)	10 (+0)	8 (-1)	14 (+2)

Proficiencies (+2 proficiency bonus)

Saving Throws Constitution +4, Charisma +4

Skills Animal Handling +1, Deception +4, Insight +1, Religion +2, Survival +1

Weapons daggers, darts, light crossbows, slings, quarterstaves

Senses darkvision 120 ft., passive Perception 9

Languages Common, Gnomish, Orc, Undercommon

Firbolg Magic (Recharges After a Short or Long Rest). You can cast *detect magic* and *disguise self* with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't use this trait again. When you use this version of *disguise self*, you can seem to be the height of humans or elves, allowing you to more easily blend in.

Relentless Endurance (Recharges After a Long Rest).

When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

Spellcasting. Your spellcasting ability is Charisma (+4 to hit with spell attacks, spell save DC 12). You regain expended spell slots when you finish a long rest. You can cast the following sorcerer spells:

Cantrips (at will): *fire bolt*, *mending*, *message*, *shocking grasp*

1st level (2 slots): *expeditious retreat*, *magic missile*

Strength of the Grave (Recharges After a Long Rest). Your existence in a twilight state between life and death makes you difficult to defeat. When damage reduces them to 0 hit points, you can make a Charisma saving throw (DC 5 + the damage taken). On a success, you instead drop to 1 hit point. You can't use this feature if they are reduced to 0 hit points by radiant damage or by a critical hit. After the saving throw succeeds, you can't use this feature again.

ACTIONS

Attack. You can attack when you take this action, using the following:

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 feet. or range 20/60 ft., one target.

Hit: 1d4 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, reach 80/320 feet, one target.

Hit: 1d8 piercing damage.

All my life something has been watching me. When I lived in the Cold Wood, the other firbolgs told me the night I was born darkness fell from the sky and entered me as I lay in my mother's arms.

Every night it felt like something cold and dark in the sky—beyond the stars—was watching me, wanting something. Many times in my life I woke up somewhere away from home. One night, my last night in the Cold Wood, I awoke to find my mother writhing on the floor, darkness pouring out of me and into her.

I fled as deep as I could underground, hoping never to see the night sky again. I spent days wandering the Underdark, bloody, starving and dehydrated. The last thing I remember is the sound of skittering getting closer.

I woke up in the home of the Utridda Basltgetter in the deep gnome settlement of Blingdenstone. I tried to leave, fearing I would harm her, but was too weak. Many days passed before my strength returned, and by that time Utridda had convinced me to stay in the city until I knew what I was going to do next. Life in Blingdenstone was good, but one night I awoke to darkness again pouring out of me and the feeling of something dark and cold watching from beyond the stars, even underground.





GITH PARENTAGE

No one knows who the gith were originally. The legend is that gith spent millennia in bondage to the illithids. Awash in the psionic energy of their oppressors, gith stole this rare form of magic for themselves. Over time, they were able to revolt against the mind flayers and strike out on their own. Since attaining their freedom, the gith now known as githyanki went to the Astral Plane and learned to survive in that ageless dimension. The other gith, now known as githzerai, went to the Plane of Limbo and wrested the chaotic elements there into enough semblance of order to survive.

Gith are taller and leaner than humans, with most a slender 6 feet in height. Lean and muscular, gith have skin in different yellow or green hues, mottled with brown or black spots or lines. Their ears resemble those of elves, and their limbs and digits are lanky and long.

The gith lay and hatch from eggs, often alongside several other broodmates that hatch all at the same time. Gith are expected to live about the same lifespan as an average human, but the gith who still live in the Astral Plane have an unnaturally long life since time doesn't pass in their home.

Though the Astral Plane and Limbo are the ancestral homes of gith, they and their offspring are present in small numbers almost anywhere in the multiverse.

HALF-GITH

Though it might befuddle scholars, half-gith do exist. Though gith lay eggs and most other humanoids do not, that seems to be no barrier to reproduction. If the gith parent is the one giving birth, the children are hatched from eggs. If the non-gith parent is the one giving birth, the children are born live if that's the usual birthing method of their kindred.

Half-gith are typically more slender than their non-gith birth parent. They may have gith spots or markings or the yellow or green coloring of their gith birth parent.

Some half-gith inherit traits that all gith share, including the uncanny ability to telepathically speak to anyone with gith parentage and traits that help them resist ever becoming enthralled by any new oppressor.

Other half-gith take the specific psionic gifts of either githyanki or githzerai. Half-githyanki are gifted at telekinesis, psionic-empowered leaps, and short-range teleportation. Half-githzerai move objects with their minds, can put up psionic defenses, and even read minds.

GITH BIRTH PARENT

One of your birth parents is a gith of either type or a mix of both gith parentages. You have inherited a lithe body and a natural resistance to thralldom.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 30 + 1d12 inches.

Kinship. You can speak telepathically to any creature of the gith subtype you can see. You don't need to share a language with the other gith for it to understand your telepathic utterances, but the gith must be able to understand at least one language.

Thralldom Resistance. You have advantage on saving throws against being charmed, and you have resistance to psychic damage.

GITHYANKI BIRTH PARENT

One of your birth parents is a githyanki. You have psionic powers that aid your mobility.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 28 + 1d10 inches.

Githyanki Psionics. You know the *mage hand* cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the *jump* spell once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *misty step* spell once with this trait, and you regain the ability to do so when you finish a long rest.

Intelligence is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.

GITHZERAI BIRTH PARENT

One of your birth parents is a githzerai. You have psionic powers that protect you from attack and thought divination.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 30 + 1d12 inches.

Githzerai Psionics. You know the *mage hand* cantrip, and the hand is invisible when you cast the cantrip with this trait.

When you reach 3rd level, you can cast the *shield* spell once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *detect thoughts* spell once with this trait, and you regain the ability to do so when you finish a long rest.

Wisdom is your spellcasting ability for these spells. When you cast them with this trait, they don't require components.



AMAK

Medium humanoid (gith, orc)

Armor Class 13 (leather armor)
Hit Points 10 (Hit Dice 1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	11 (+0)	14 (+2)	8 (-1)

Proficiencies (+2 proficiency bonus)
Saving Throws Intelligence +2, Wisdom +4
Skills Animal Handling +4, Athletics +3, Perception +4, Survival +4
Armor light armor, medium armor, shields
Tools herbalism kit, horn
Weapons clubs, daggers, darts, javelins, maces, quarterstaves, scimitars, sickles, slings, spears
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Orc

Innate Spellcasting (Psionics). Your innate spellcasting ability is Intelligence. You can innately cast the following spells, requiring no components:
 At will: *mage hand* (the hand is invisible)

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Spellcasting. Amak's spellcasting ability is Wisdom (+4 to hit with spell attacks, spell save DC 12). She regains her expended spell slots when she finishes a short or long rest. She knows the following druid spells:
 Cantrips (at will): *infestation*, *primal savagery*
 1st level (2 slots): *cure wounds*, *speak with animals*, *thunderwave*

Wanderer. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, you can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

ACTIONS

Attack. You can attack when you take this action, using the following:

Dagger. *Melee or Range Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d4 + 2 piercing damage.

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 feet, one target.

Hit: 1d6 + 1 bludgeoning damage or 1d8 + 1 bludgeoning damage when used with two hands.

I am Ashbound, one of many who know that all arcane and divine magic that isn't tied to nature is unnatural. I am one of many who protects the Eldeen Reaches from that perversion. I am one of many who know that the Wardens of the Wood and the Great Druid Oalian are foolish to think there can be a balance between nature and civilization. I am one of many who know that building a lightning rail along Lake Galifar south of our woods cannot be allowed. I am one of many who know it will lead to the inevitable destruction of that which must be protected with our very lives.





GNOMISH PARENTAGE

A gnome's restless and boundless energy shines through every inch of their tiny body. Their faces are tan, brown, gray, or black, and their eyes gleam brightly. Their fair or brightly-colored hair is difficult to tame. Some gnomes can grow beards, which may or may not be the same color as their hair. The one exception is deep gnomes, which are almost entirely hairless.

Gnomes average slightly over 3 feet tall and weigh 40 to 45 pounds. Because of their short legs, they cannot walk as fast as humans. But all gnomes are innately resistant to magic to some degree, much like water off a duck's back, and they can see in the dark.

Gnomes are best explained by their long lifespans coupled with their restless minds and bodies. It might seem they have all the time in the world, but it seldom feels that way to a gnome.

Gnomes are versatile and have adapted to various environments. As their names suggest, deep gnomes evolved deep underground, forest gnomes live among tree roots and hollows, and rock gnomes live in warrens just under the surface.

HALF-GNOMES

Half-gnomes are usually taller and heavier than their gnomish parent, unless their non-gnome parent was a halfling or of another diminutive people.

Half-gnomes frequently have naturally bright hair, even more so than that of their gnomish parent. The shades range from rosy pink to bright red, leaf green to deep purple, and sea blue to burnt orange.

Like their gnomish birth parent, half-gnomes are resistant to magic, but not as comprehensively. Some can see in the dark, others can't. And while some have innate magical ability, others inherit the restlessness and slower gait of their birth parent.

GNOMISH BIRTH PARENT

One of your birth parents is a gnome of any type or a mix of gnomish parentages. From your parentage, you have inherited magic resistance, luck, and can see in the dark.

Age. Your life expectancy increases by 225 years.

Size. Your height increases by 18 + 1d4 inches.

Speed. Your base walking speed reduces to 25 feet.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gnome Cunning. You have advantage on all Intelligence and Charisma saving throws against magic.

DEEP GNOMISH BIRTH PARENT

One of your birth parents is a deep gnome. You have inherited keen darkvision and resilience against hostile magic.

Age. Your life expectancy increases by 120 years.

Size. Your height increases by 18 + 1d4 inches.

Speed. Your base walking speed reduces to 25 feet.

Superior Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

If you already have darkvision inherited from your other birth parent, increase your darkvision's range by 60 feet.

Improved Gnome Cunning. You have advantage on all Wisdom saving throws against magic.

OPTIONAL DEEP GNOME FEAT

If either of your birth parents is a deep gnome and your DM allows the use of feats from chapter 6 of the *Player's Handbook*, your character has access to the *Svirfneblin Magic* feat from the *Elemental Evil Player's Companion*.

FOREST GNOMISH BIRTH PARENT

One of your birth parents is a forest gnome. You have innate illusionist magic.

Age. Your life expectancy increases by 225 years.

Size. Your height increases by 18 + 1d4 inches.

Speed. Your base walking speed reduces to 25 feet.

Improved Gnome Cunning. You have advantage on all Wisdom saving throws against magic.

Natural Illusionist. You know the *minor illusion* cantrip. Intelligence is your spellcasting ability for it.

ROCK GNOMISH BIRTH PARENT

One of your birth parents is a rock gnome. You have a restless mind and resistance to magic.

Age. Your life expectancy increases by 225 years.

Size. Your height increases by 18 + 1d4 inches.

Speed. Your base walking speed reduces to 25 feet.

Improved Gnome Cunning. You have advantage on all Wisdom saving throws against magic.

Restless. When taking a long rest, you need only 2 hours of sleep and can spend the other 6 hours performing light activity.



GOBLINOID PARENTAGE

Goblinoids are three peoples with shared ancestry. As a result, they have certain physical features in common, but also differences between them that make each one unique.

All goblinoids have a thin coat of tawny, brown, green, dark orange, or red-orange fur. Goblins have the thinnest coat of fur covering their bodies, while bugbears have the thickest. They all have black claws on their feet and hands, a mouth full of sharp teeth, pointed ears, and leonine noses. Their eyes are yellow, dark brown, or black in color.

Despite these similarities, there are noticeable differences. The most obvious one is that goblins are much shorter and lighter than their bugbear and hobgoblin cousins. And bugbears sport what might almost be called a dark mane.

Some people mistakenly assume that goblinoids are inherently evil, allegedly because they worship the god Maglubiyet. This is incorrect for two reasons. First, like all sentient humanoids, goblinoids are free to think, believe, and choose. They and their half-goblinoid offspring are no more likely to be evil than humans are. And, two, not all goblinoids worship Maglubiyet. Their ability to choose extends to matters of faith and devotion as well.

HALF-GOBLINIDS

Half-goblinoids are as varied as their goblinoid birth parents. Naturally, half-goblins are shorter than half-bugbears or half-hobgoblins. But some half-goblinoids have the same height as their non-goblinoid birth parent. Call it a hereditary quirk.

The same is true for life expectancy, meaning that a few half-goblinoids whose other birth parent is an elf or dwarf or some other long-lived race can expect to outlive both their parents.

Half-goblins are nimble and deft in a fight. Half-bugbears have long, powerful arms, even if few other goblinoid traits are present. Finally, half-hobgoblins don't seem very strong at first, but they can summon a wellspring of power in their bodies.

GOBLINOID BIRTH PARENT

One of your birth parents is a goblinoid of any type (bugbear, goblin, or hobgoblin) or a mix of goblinoid parentages. You have goblinoid facial features and a thin coat of fur.

Age. Double the life expectancy increase from your other birth parent to determine your total life expectancy.

Size. Double the height increase from your other birth parent to determine your total height.

Ability Score Increase. Your Dexterity or Constitution score increases by 1. You can't increase an ability score above 17 using this trait.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

BUGBEAR BIRTH PARENT

One of your birth parents is a bugbear. You have extraordinarily long and sinewy arms.

Age. Your life expectancy increases by 40 years.

Size. Your height increases by 36 + 1d12 inches.

Long-Limbed When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

Powerful Build You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

GOBLIN BIRTH PARENT

One of your birth parents is a goblin. Your reflexes are naturally quick and your stature small.

Age. Your life expectancy increases by 30 years.

Size. Your height increases by 21 + 1d4 inches.

Nimble Escape. You can take the Disengage action as a bonus action on each of your turns.

HOBGOBLIN BIRTH PARENT

One of your birth parents is a hobgoblin. You have a wellspring of strength that powers your blows.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 28 + 1d10 inches.

Reserves of Strength. When you hit with a Strength-based melee weapon on your turn, you deal extra damage equal to your character level.





GOLIATH PARENTAGE

Though they can live anywhere, goliaths have adapted to live on the highest mountain peaks—far above the slopes where trees grow and where the air is thin and the frigid winds howl. The ancestors of today's goliaths wandered a bleak realm of rock, wind, and cold.

Goliaths are camouflaged to look as if they are carved from mountain stone. Their bodies can safely breathe thin air and dwell at high altitudes. Though they have little to no body hair, they can tolerate cold temperatures, and they have great physical power. Goliaths tower over most other humanoids. They stand between 7 and 8 feet tall and weigh between 280 and 340 pounds. Goliaths live about as long as humans do, and have a natural ability that allows them to shrug off injury.

Depending on the culture they are raised in, a goliath or half-goliath can be dutiful and honor-bound, urbane and sophisticated, bookish and cowardly, or anything else. Parentage is not destiny, after all.

HALF-GOLIATHS

A half-goliath usually stands much taller than their non-goliath birth parent. Their skin can be gray like their goliath birth parent, the same color as their non-goliath birth parent, or any shade in between.

Some half-goliaths retain their ability to live at high elevation and feel the cold far less than most other humanoids. These half-goliaths also retain much of the strength of their goliath birth parent. Other half-goliaths have the ability to stay in the fight longer, taking damage that would kill another person and still keep going.

Goliaths have roughly the same lifespan as humans do, and half-goliaths usually have the same. The exception is when the other birth parent is especially long-lived, such as an elf or a dwarf. Half-goliaths with this blend of parentage often outlive their goliath birth parent and friends, which can be trying to those who make strong bonds.

GOLIATH BIRTH PARENT I

One of your birth parents is a goliath. You have a hardy body and towering stature.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 37 + 1d10 inches.

Stone's Endurance. You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

GOLIATH BIRTH PARENT II

One of your birth parents is a goliath. You have inherited adaptations to extreme climates and a strong frame.

Age. Your life expectancy increases by 50 years.

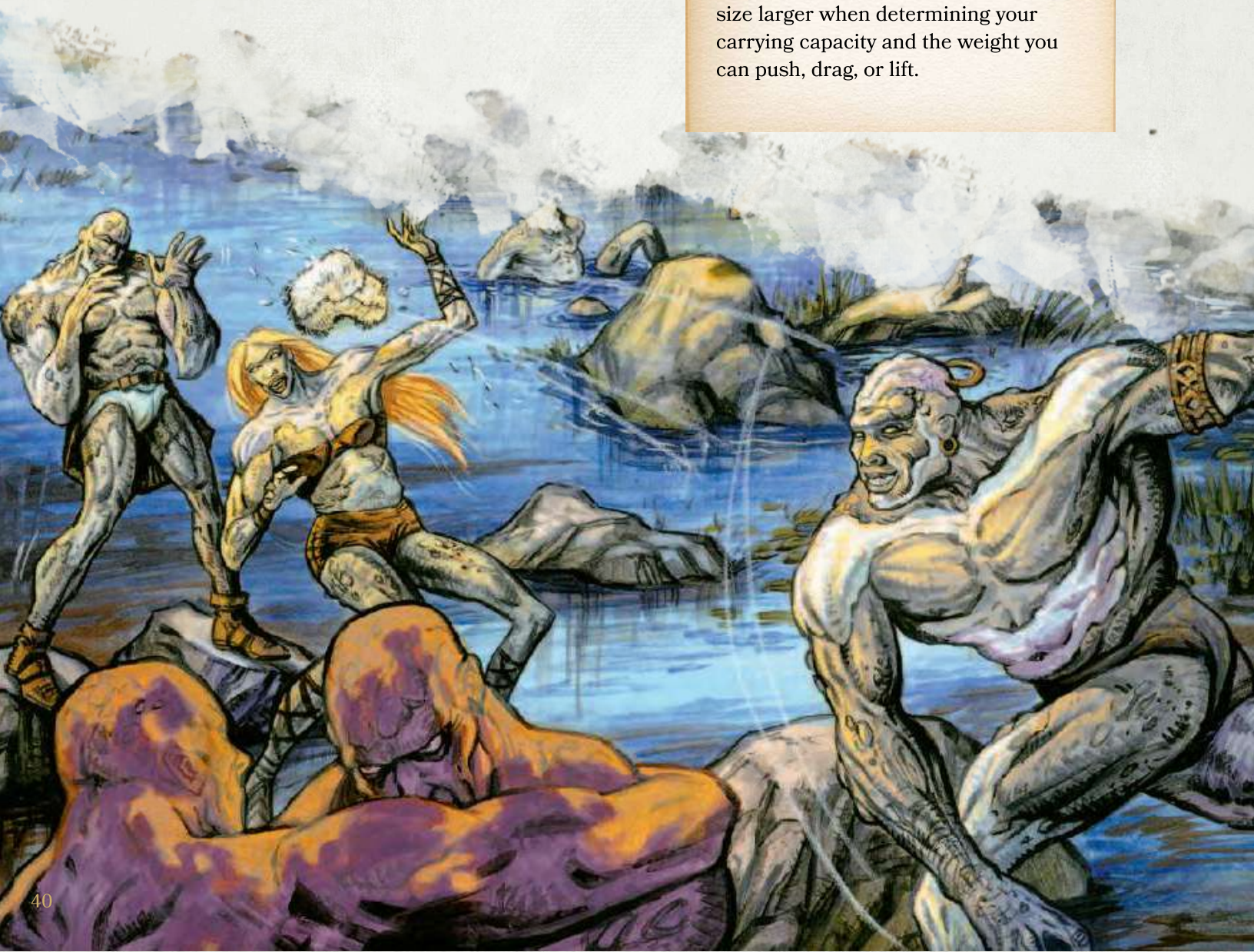
Size. Your height increases by 37 + 1d10 inches.

Mountain Adaptation. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

In addition, you are resistant to cold damage.

Natural Athlete. You have proficiency in the Athletics skill.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.



NANIA KEENWANDERER

VUNAKUPINE

Medium humanoid (genasi, goliath)

Armor Class 16 (chain mail)
Hit Points 11 (**Hit Dice** 1d10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	13 (+1)	11 (+0)	10 (+0)	9 (-1)

Proficiencies (+2 proficiency bonus)
Saving Throws Strength +6, Constitution +3
Skills Medicine +2, Perception +2, Religion +2, Survival +2
Armor all armor, shields
Tools herbalism kit
Weapons simple weapons, martial weapons
Senses passive Perception 12
Languages Common, Primordial, Sylvan

Earth Walk. You can move across difficult terrain made of earth or stone without expending extra movement.

Natural Armor. When you aren't wearing armor, your AC is 12 + your Constitution modifier.

Innate Spellcasting. Your innate spellcasting ability is Constitution. You can cast the following spells, requiring no material components.
 1/day: *pass without trace*

Life as the bastard daughter of a dao noble wasn't as bad as life could have been had Nania not had his blood coursing through her veins. For a time, she was even his representative in Khorvaire, traveling around the continent, attending to his affairs, and meeting the most elite the countries had to offer.

But it wasn't the life for her. She longed for the wilderness and had the wandering nature of her mother's people. One day, instead of attending a meeting with the Prince of Cyre, she simply vanished.

She never found her mother's people. Instead, she settled down in Droaam among the trees of the Watching Wood. Things were quiet. Nania kept to herself, interacting with others only when it was necessary. After years of political maneuvering and social climbing, all she wanted was some peace.

That peace was shattered when a meteorite fell from the sky and landed feet away from her hut. It glowed an unearthly purple light and, as she drew closer, her eyes widened at what she saw.

Petrification Resistance. You have advantage on saving throws against being petrified.

Stone's Endurance (Recharges After a Short or Long Rest). You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

ACTIONS

Attack. You can attack when you take this action, using the following:

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target.

Hit: 1d6 + 3 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target.

Hit: 1d8 piercing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d6 + 3 slashing damage.

BONUS ACTIONS

Second Wind (Recharges After a Short or Long Rest). On your turn, you can regain hit points equal to 1d10 + 1.





GRUNG PARENTAGE

Grungs are froglike humanoids adapted to life in rainforests and tropical jungles. Their ancestors lived in trees and shade, which explains much about their physiology.

Grungs are amphibians and live the first phase of their lives as tadpoles. A grung hatchery is usually a ground-level pool. About three months after hatching, a grung tadpole takes on the shape of an adult. It takes another six to nine months for a grung juvenile to reach maturity.

All grungs are a dull greenish gray when they are born, but each individual takes on a new color as it grows to adulthood: red, orange, green, blue, or purple. Color doesn't appear to be inherited from birth parents but has to do with the environment.

Grungs secrete a substance that is harmless to them but poisonous to other creatures. A grung can also use their venom to poison its weapons.

HALF-GRUNGS

Despite their amphibious nature, grungs can bear young with virtually any other humanoid. Most half-grung skip the tadpole stage of life, though they may have a vestigial tail that disappears by adulthood.

All half-grung continue to be able to breathe both air and water and remain dependent on water, suffering certain ill effects if they cannot wet their skin every day.

Some half-grung have sticky fingers, allowing them to climb about as fast as they can walk. These half-grung also have strong leg muscles, allowing them to jump much farther than their non-grung birth parent ever could.

All half-grung have poisonous skin, though not to the same extent as their grung birth parent. About half of half-grung inherit poison glands, which are localized to a specific area of their bodies but can be used to apply venom to weapons. Other grung have weaker glands but spread out over much of their bodies, which makes them poisonous to the touch.

GRUNG BIRTH PARENT I

One of your birth parents is a grung. You have a powerful jump and poison glands.

Age. Your life expectancy increases by 25 years.

Size. Your height increases by 15 + 1d6 inches.

Speed. Your base walking speed reduces to 25 feet.

Amphibious. You can breathe air and water.

Climb. You have a climbing speed of 25 feet.

Standing Leap. Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.

Poison Dart. As an action, you can apply the poison of your skin to any piercing weapon. The target must succeed on a DC 12 Constitution saving throw or take 2d4 poison damage.

Water Dependency. If you fail to immerse yourself in water for at least 1 hour during a day, you suffer one level of exhaustion at the end of that day. You can only recover from this exhaustion through magic or by immersing yourself in water for at least 1 hour.

GRUNG BIRTH PARENT II

One of your birth parents is a grung. You have inherited skin that's poisonous to the touch.

Age. Your life expectancy increases by 25 years.

Size. Your height increases by 15 + 1d6 inches.

Speed. Your base walking speed reduces to 25 feet.

Amphibious. You can breathe air and water.

Poisonous Skin. Any creature that grapples you or otherwise comes into direct contact with your skin must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. A poisoned creature no longer in direct contact with you can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Water Dependency. If you fail to immerse yourself in water for at least 1 hour during a day, you suffer one level of exhaustion at the end of that day. You can only recover from this exhaustion through magic or by immersing yourself in water for at least 1 hour.





HALFLING PARENTAGE

The diminutive halflings survive and even thrive in a world full of mostly larger creatures. Standing about 3 feet tall, halflings may appear relatively harmless, but many have proven that assumption wrong.

Halflings are inclined to be stout, weighing between 40 and 45 pounds. Halflings' skin ranges from black to pale with a ruddy cast, and their hair is usually black, brown, or sandy brown and wavy. They have dark or hazel eyes. Halflings often sport long sideburns, but beards are rare among them and mustaches even more so.

Halflings call themselves *hin*, but have reappropriated the term "halfling" for themselves. The term came about because halflings are only half the size of many other humanoid peoples, appearing to be only children from a distance.

Historically, halflings have freely mingled with other humanoids. From these interactions rose three kinds of halflings. The ancestors of the ghostwise halflings ventured deep into the forests and grew adapted to life there and mingled with the elves and fey creatures they found. The stout halflings intermarried some with dwarves in the distant past. Finally, the lightfoot halflings kept mostly to themselves.

HALF-HIN

Those with only one halfling birth parent are called half-*hin*, though some jokingly call them quarterlings or "quarts." Half-*hin* are usually taller and heavier than their halfling birth parent.

No matter their height, half-*hin* move more slowly than a human though most are naturally nimble or stealthy. Those with a stout halfling birth parent don't seem to be weighed down by heavy arms and armor.

Some half-*hin* appear to be blessed with the same innate luck that favors their halfling birth parent. Others are not. Those with one ghostwise halfling birth parent have limited telepathy. Meanwhile, those of stout halfling descent can drink most other humanoids under the table.

HALFLING BIRTH PARENT

One of your birth parents is a halfling of any type or a mix of halfling parentages. You have inherited innate luck and diminutive form.

Age. Your life expectancy increases by 75 years.

Size. Your height increases by 16 + 1d4 inches.

Speed Your base walking speed reduces to 25 feet.

Childlike Appearance. You have advantage on Deception or Persuasion skill checks (your choice) against creatures of Medium size or larger.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

GHOSTWISE HALFLING BIRTH PARENT

One of your birth parents is a ghostwise halfling. You instinctively know how to climb and can communicate telepathically.

Age. Your life expectancy increases by 75 years.

Size. Your height increases by 16 + 1d4 inches.

Speed Your base walking speed reduces to 25 feet.

Climb. You have a climbing speed of 20 feet.

Silent Speech. You can speak telepathically to any creatures of your choice within 60 feet of you. A creature understands you only if the two of you share a language.

LIGHTFOOT HALFLING BIRTH PARENT

One of your birth parents is a lightfoot halfling. You inherited instinctive stealth.

Age. Your life expectancy increases by 75 years.

Size. Your height increases by 16 + 1d4 inches.

Speed Your base walking speed reduces to 25 feet.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

STOUT HALFLING BIRTH PARENT

One of your birth parents is a stout halfling. You inherited vaguely dwarven traits but with a halfling stature.

Age. Your life expectancy increases by 75 years.

Size. Your height increases by 16 + 1d4 inches.

Speed Your base walking speed reduces to 25 feet. Your speed is not further reduced by wearing heavy armor.

Stout Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.



SCALDOR

Medium humanoid (genasi, halfling)

Armor Class 12

Hit Points 7 (Hit Dice 1d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	15 (+2)	10 (+0)	14 (+2)

Proficiencies (+2 proficiency bonus)

Saving Throws Intelligence +4, Wisdom +2

Skills History +4, Insight +2, Investigation +4, Persuasion +4

Weapons daggers, darts, light crossbows, slings, quarterstaves

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish, Elvish, Halfling

Arcane Recovery (1/Day). When you finish a short rest, you can choose to recover an expended 1st-level spell slot.

Childlike Appearance. You have advantage on Deception skill checks against creatures of Medium size or larger.

Court Functionary. Your knowledge of how bureaucracies function lets you gain access to the records and inner workings of any noble court or government you encounter. You know who the movers and shakers are, whom to go to for the favors you seek, and what the current intrigues of interest in the group are.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours.

Lucky. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.

Spellcasting. Your spellcasting ability is Intelligence (+4 to hit with spell attacks, spell save DC 12). You have the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *friends*, *shocking grasp*, *thaumaturgy*

1st level (2 slots): *burning hands*, *comprehend languages*, *shield*

ACTIONS

Attack. You can attack when you take this action, using the following:

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target.

Hit: 1d6 - 1 bludgeoning damage or 1d8 - 1 bludgeoning damage when used with two hands.

As the child of a minor noble in Neverwinter, Scaldor was used to seeing their father vie for the attention of those more powerful than him to elevate his station in life. Their keen eyes picked up on the intricacies of interacting with those above them, and it would serve them well when their father secured them a place in Lord Nasher Alagondar's court. Even at such a young age, their charming personality and sharp wit made them an indispensable member of the court.

When the ways of wizardry caught their eye, it was because of their connections at court they could afford to be tutored by some of the finest arcane minds available instead of attending the Neverwinter Academy in the Beggars Nest district of the city. Once their studies were complete, much to their father's disappointment, they left the court to travel the land.

They had their first great adventure when they joined a small group of adventurers exploring the crypt of a long-forgotten mage, braving the traps and creatures that lurked in the stone halls. They returned triumphant, securing more knowledge to research.





HUMAN PARENTAGE

There is no typical human. An individual can stand from 5 feet to a little over 6 feet tall and typically weighs from 125 to 300 pounds. Human skin shades range from nearly black to very pale, and hair colors from black to blond (curly, kinky, or straight); some may sport facial hair that is sparse or thick.

Many humans have a dash of nonhuman blood, revealing hints of elf, orc, or other lineages. Even if a person has two seemingly human parents, they may prove to be only half-human in effect. Humans reach adulthood in their late teens and rarely live even a single century.

Though many humans see themselves as the norm, other humanoids disagree, some more forcefully than others. To bugbears, human arms are stubby. To halflings, humans are giants. To goliaths

and firbolgs, humans are short. To elves, humans are stocky, even while dwarves describe humans as elfin.

Like all sentient humanoids, humans are a mix of temperaments, morals, faiths, and cultures. Their destiny is determined by their choices, though the outcome may be difficult to predict accurately!

HALF-HUMANS

Many humans have the odd habit of calling the children they have with a nonhuman partner after their nonhuman side. This linguistic quirk may be explained by humans seeing humanity as the norm their child's parentage deviates from. Nevertheless, what humans call tieflings, genasi, half-orcs, half-elves, and more might also accurately be described as half-humans.

Half-humans inherit either their human birth parent's adaptability or their resiliency. Much of humankind can be explained by these two traits. These traits also point to the diversity of humanity, leaving them difficult to pin down or accurately define.

HUMAN BIRTH PARENT I

One of your birth parents is a human. You are adaptable.

Ability Score Increase. Choose three ability scores that do not benefit from an Ability Score Increase due to upbringing. These three scores each increase by 1.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 28 + 1d10 inches.

HUMAN BIRTH PARENT II

One of your birth parents is a human. You inherited a stubborn resiliency.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 28 + 1d10 inches.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

If you already have the Relentless Endurance trait inherited from your other birth parent, immediately after using this trait, you can use your reaction to take an action.

TWO HUMAN BIRTH PARENTS

If both your birth parents are human and your campaign uses the optional feat rules, your Dungeon Master might allow this variant trait. This trait replaces both the Ability Score Increase trait from one human birth parent and the Relentless Endurance trait from the other.

Feat. You gain one feat of your choice.



GILLETH

Medium humanoid (human)

Armor Class 13 (leather armor)

Hit Points 10 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	17 (+3)

Proficiencies (+2 proficiency bonus)

Saving Throws Wisdom +3, Charisma +5

Skills Acrobatics +4, Deception +5, Nature +2, Performance +5

Armor light armor

Tools disguise kit, lute

Weapons simple weapons

Senses passive Perception 11

Languages Common, Elvish

Among the Dead. You have advantage on saving throws against any disease. Additionally, undead have difficulty harming you. If an undead targets you directly with an attack or a harmful spell, that creature must make a Wisdom saving throw against her spell save DC (an undead needn't make the save when it includes you in an area effect, such as the explosion of *fireball*). On a failed save, the creature must choose a new target or forfeit targeting someone instead of you, potentially wasting the attack or spell. On a successful save, the creature is immune to this effect for 24 hours. An undead is also immune to this effect for 24 hours if you target it with an attack or a harmful spell.

By Popular Demand. You can always find a place to perform, usually in an inn or tavern but possibly with a circus, at a theater, or even in a noble's court. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure. When strangers recognize you in a town where you have performed, they typically take a liking to you.

Relentless Endurance (Recharges After a Short or Long Rest). When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Your people love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

Spellcasting. Your spellcasting ability is Charisma (+5 to hit with spell attacks, spell save DC 13). You regain your expended spell slots when you finish a short or long rest. You knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *spare the dying*

1st level (1 slot): *healing elixir*, *unseen servant*

ACTIONS

Attack. You can attack when you take this action, using the following:

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 feet., one target.

Hit: 1d4 + 2 piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target.

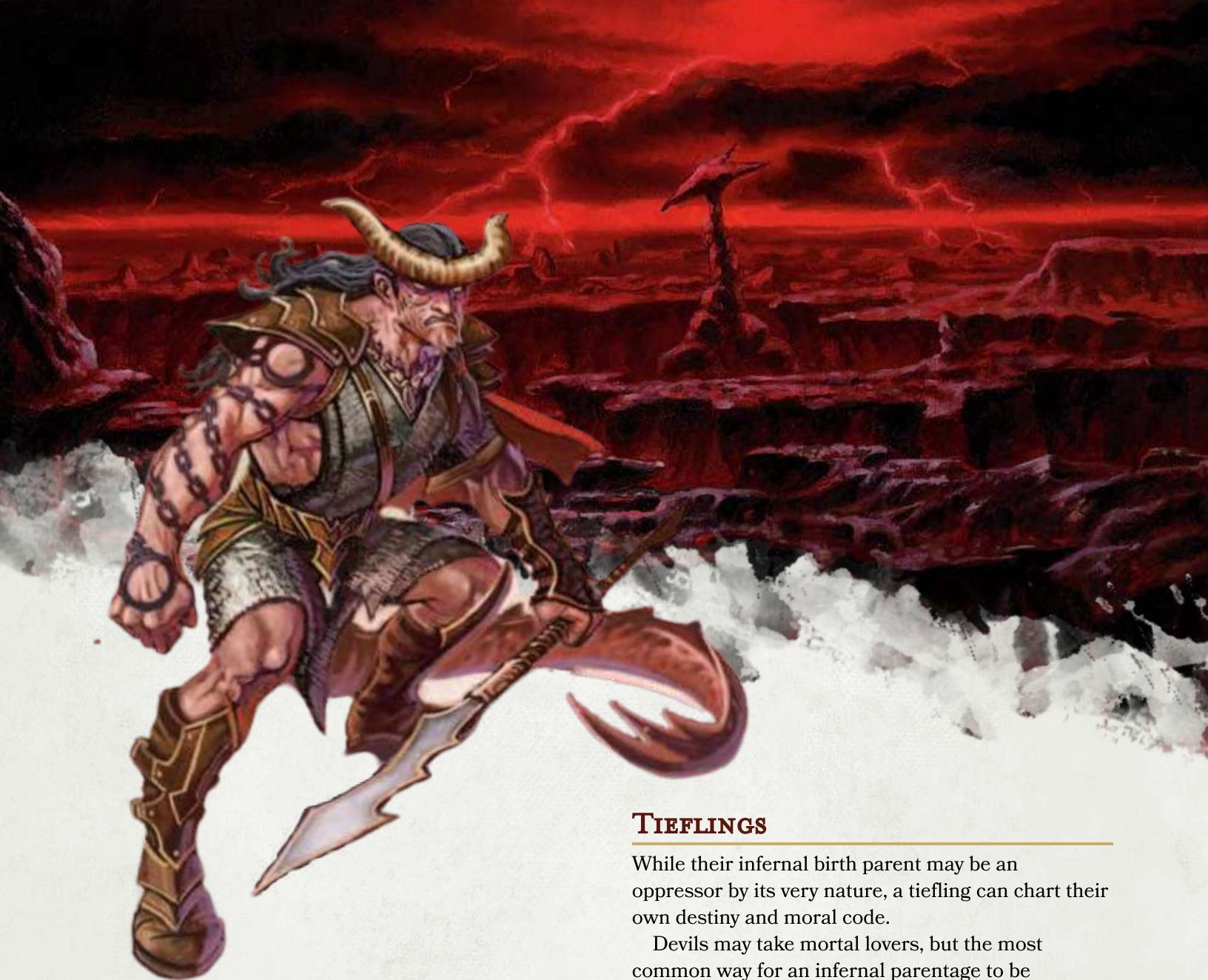
Hit: 1d8 + 2 piercing damage.

Gilleth was found wrapped in a blanket crying in a clearing in Jaelarthal Orioth by two Aerenal elven women, Lia and Niath. Unsure what to do with a human child, the couple traveled to Shae Mordai, the City of the Dead, to seek guidance from the Undying Court. To their surprise and joy, they were told to keep the child and raise her in their people's way.

Despite the approval of the Undying Court, life wasn't easy for Gilleth. As the only human among elves, she was somewhat of an outcast. Many were unsure of why she was approved or why Lia and Niath hadn't tried to adopt an elven child, one of their own. Despite that, Gilleth was mostly happy.

As a warlock of the Undying Court, Gilleth rose in social position. This gift reignited questions about her origin and why the Undying Court would bestow such a power to an outsider. Shortly after, a group of mercenaries stole an ancient relic from the City of the Dead. Gilleth took it upon herself to track them down to the Library of Korranberg to recapture the relic to prove she was worthy of her powers.





INFERNAL PARENTAGE

Devils are denizens of the Nine Hells and are tyranny incarnate. Devils are confined to the Lower Planes, but they can travel beyond those planes by way of portals or powerful summoning magic.

They love to strike bargains with mortals seeking to gain some benefit or prize, but a mortal making such a bargain must be wary. Devils are crafty negotiators and positively ruthless at enforcing the terms of an agreement. Any mortal creature that breaks such a contract instantly forfeits its soul, which is spirited away to the Nine Hells.

Every interaction is an opportunity for a devil to display its power, and all devils have a keen understanding of how to use and misuse their power. Devils use their understanding of mortal nature to lead them into temptation and darkness.

TIEFLINGS

While their infernal birth parent may be an oppressor by its very nature, a tiefling can chart their own destiny and moral code.

Devils may take mortal lovers, but the most common way for an infernal parentage to be introduced into a family is by way of infernal pact.

In the broadest possible sense, tieflings still look like their non-infernal birth parent. However, their infernal heritage has left a clear imprint on their appearance. Tieflings have large horns that take any of a variety of shapes: some have curling horns like a ram, others have straight and tall horns like a gazelle's, and some spiral upward like an antelopes' horns.

They have thick tails, four to five feet long, which lash or coil around their legs when they get upset or nervous. Their canine teeth are sharply pointed, and their eyes are solid colors—black, red, white, silver, or gold—with no visible sclera or pupil.

Their skin tones cover the full range of coloration, including various shades of red. Their hair, cascading from behind their horns, is usually dark, from black or brown to dark red, blue, or purple.

INFERNAL BIRTH PARENT I

One of your birth parents is a tiefling or perhaps even a devil. You can take the heat and see in the dark.

Age. Your life expectancy increases by 55 years.

Size. Your height increases by 29 + 1d8 inches.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hellish Resistance. You have resistance to fire damage.

INFERNAL BIRTH PARENT II

One of your birth parents is a tiefling or perhaps even a devil. You inherited bat-like wings.

Age. Your life expectancy increases by 55 years.

Size. Your height increases by 29 + 1d8 inches.

Winged. You have bat-like wings sprouting from your shoulder blades. You have a flying speed of 20 feet while you aren't wearing medium or heavy armor.





KALASHTAR PARENTAGE

The kalashtar are a compound people created from the union of humanity and renegade spirits from the plane of dreams—spirits called quori. There is an unmistakable otherworldly quality to the kalashtar, as they are haunted by their spirits' conflicts.

Every kalashtar has a connection to a spirit of light, shared by other members of their bloodline. Kalashtar appear human, but the spiritual connection affects them in a variety of ways. Kalashtar have symmetrical, slightly angular features. The eyes of a kalashtar often glow when they are focused on a task or feeling strong emotions.

The kalashtar can't directly communicate with their quori spirits. A kalashtar might experience this relationship as a sense of instinct and inspiration, drawing on the memories of the spirit when they dream—this connection grants kalashtar minor psionic abilities and protection from psychic attacks.

Some of these dream-spirits are warriors, and others are more contemplative. Typically, a kalashtar knows the name and nature of their spirit, but some—for instance, an orphan kalashtar raised among outsiders—may know nothing of their spirit or the source of their psychic gifts.

HALF-KALASHTAR

Half-kalashtar look like half-humans, but they carry the echo of the spirit bound to their kalashtar birth parent. For some half-kalashtar, this echo grants telepathic powers and immunity to dreaming spells.

For other half-kalashtar, the quori echo manifests as reinforced mental defenses.

KALASHTAR BIRTH PARENT I

One of your birth parents is a kalashtar. Because of your connection to a spirit of light, you can create telepathic links with others.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 32 + 1d6 inches.

Mind Link. You can speak telepathically to any creature you can see, provided the creature is within a number of feet of you equal to 10 times your level. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

When you're using this trait to speak telepathically to a creature, you can use your action to give that creature the ability to speak telepathically with you for 1 hour or until you end this effect as an action. To use this ability, the creature must be able to see you and must be within this trait's range. You can give this ability to only one creature at a time; giving it to a creature takes it away from another creature who has it.

Severed from Dreams. You sleep, but you don't connect to the plane of dreams as other creatures do. Instead, your minds draw from the memories of your otherworldly spirit while you sleep. As such, you are immune to spells and other magical effects that require you to dream, like the *dream* spell, but not to spells and other magical effects that put you to sleep, like the *sleep* spell.

KALASHTAR BIRTH PARENT II

One of your birth parents is a kalashtar. Because of your connection to a quori spirit, you have great mental fortitude.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 32 + 1d6 inches.

Dual Mind. You have advantage on all Wisdom saving throws.

Mental Discipline. You have resistance to psychic damage.





KENKU PARENTAGE

Kenku are avian humanoids that stand around 5 feet tall and weigh between 90 and 120 pounds. Soft, sleek, dark feathers cover their bodies. They tread lightly when they walk, on talons made for grasping the branches of trees and seizing prey from the lofty skies.

Indeed, kenku were not always flightless folk. Sometime in the not-too-distant past, the kenku had wings. Vestiges of this heritage are evident in their hollow bones, light frames, and flight-honed instincts. Legends abound about how the kenku lost their wings, but everyone has a different theory.

Another defining aspect of kenku is their ability to remember everything they see and hear perfectly. Some kenku even train themselves to repeat back in the same voice in which the words were uttered.

HALF-KENKUS

Some half-kenkus can fly. Those with an aarakocra birth parent have wings with feathers that match the rest of their body's plumage. Half-kenkus with an infernal or kobold birth parent may also be able to fly, but their wings are leathery and seem incongruous with the half-kenku's more avian body.

All other half-kenku can't innately fly, but have instincts that help them should they acquire that ability. In D&D worlds where airships sail the skies, a half-kenku makes for an excellent coxswain. Others have become gifted flyers with *brooms of flying* or *carpets of flying* or just by expertly maneuvering while using the *fly* spell.

Many half-kenkus have prodigious reflexes. The rest have memories so sharp that they can recall conversations and sights from up to a year ago with perfect accuracy.

While all half-kenkus have feet that partly resemble those of their kenku birth parent, some have talons so sharp and long, they can be used as weapons. These kenku are never truly unarmed, and care must be taken to avoid their slashing kicks.

KENKU BIRTH PARENT I

One of your birth parents is a kenku. Though kenku no longer fly, they still have instincts that help in case of a great fall.

Age. Your life expectancy increases by 30 years.

Size. Your height increases by 26 + 1d8 inches.

Kenku Reflexes. You are proficient in the Acrobatics and Stealth skills.

Slow Fall While falling, you can slow the speed at which you descend and halve the bludgeoning damage taken at the end of the fall.

KENKU BIRTH PARENT II

One of your birth parents is a kenku. You have a keen mind and flight instincts.

Age. Your life expectancy increases by 30 years.

Size. Your height increases by 26 + 1d8 inches.

Instinctive Flight. You have advantage on checks made to use air vehicles and magic items that grant the ability to fly, such as *brooms of flying* or *carpets of flying*, as well as on checks to maintain concentration on a *fly* spell you have cast.

Perfect Memory. You can accurately recall anything you have seen or heard within the past year.

Talons. Your talons are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.





KOBOLD PARENTAGE

Kobolds are egg-laying reptilian humanoids. Kobolds grow and mature much more swiftly than members of other humanoid races. At six years old a kobold is considered an adult. A kobold can live for up to 120 years—longevity many attribute to being distantly related to dragons.

A kobold can lay up to six eggs per year, and an egg matures for two to three months before it hatches. Because they lay eggs, and the eggs don't require much tending, kobolds are free to pursue other interests.

Furthermore, kobolds can choose to naturally change sex over the course of several months. Perhaps because of this fact, kobolds typically don't have assigned gender roles for young or adults.

URDS

Winged kobolds, known as urds, hatch seemingly at random from kobold eggs, even if neither birth parent is an urd.

HALF-KOBOLDS

Kobolds can reproduce with other humanoids. If the parent giving birth is a kobold, the children are hatched from laid eggs. Otherwise, the children are birthed in whatever way the non-kobold parent's people use.

About a third of all half-kobolds are urds, born with a pair of leathery draconic wings that allow them to fly. Other half-kobolds inherited a touch of draconic magic. These same half-kobolds feel a restlessness that keeps them up at night while others sleep.

Not all half-kobolds can see in the dark. Those that don't often are afflicted with a sensitivity to sunlight that often drives them underground or to a nocturnal lifestyle.

Some half-kobolds are resistant to one kind of damage delivered by a dragon's breath. Needless to say, this comes in handy when in a dangerous situation.

KOBOLD BIRTH PARENT I

One of your birth parents is a kobold. You have inherited the ability to see in the dark and stand against breath weapons.

Age. Your life expectancy increases by 60 years.

Size. Your height increases by 13 + 1d4 inches.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dragon's Resistance. You have resistance to a type of damage based on a color of chromatic dragon (choose or roll a d10): 1–2, acid (black); 3–4, cold (white); 5–6, fire (red); 7–8, lightning (blue); 9–10, poison (green).

KOBOLD BIRTH PARENT II

One of your birth parents is a kobold. You have grown a pair of draconic wings.

Age. Your life expectancy increases by 60 years.

Size. Your height increases by 13 + 1d4 inches.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Wings. You have a pair of draconic wings. You have a flying speed of 30 feet. To use this speed, you can't be wearing heavy armor.

KOBOLD BIRTH PARENT III

One of your birth parents is a kobold. You inherited a restless mind, keen senses, and the magic of an ancient draconic ancestor.

Age. Your life expectancy increases by 60 years.

Size. Your height increases by 13 + 1d4 inches.

Dragon's Magic. You know the *fire bolt* cantrip. When you reach 3rd level, you can cast the *chromatic orb* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *scorching ray* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Keen Senses. You have proficiency in the Perception skill.

Restless. When taking a long rest, you need only 2 hours of sleep and can spend the other 6 hours performing light activity.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.





LEONIN PARENTAGE

Leonin look like humanoid lions. They tend to be tall compared to humans. Tawny fur covers leonin bodies, and some grow thick manes ranging in shades from gold to black.

While their hands prove as nimble as those of other humanoids, leonin have retractable feline claws, which they can extend instantly. Their claws, along with their ability to produce bone-shaking roars, give most leonin an air that readily shifts between regal and fearsome.

Leonin are adapted to living in tropical and subtropical grasslands, but they can make their homes anywhere. They are also adapted to living in family groups, but leonin can strike out on their own or adopt a new family.

LEONIN KIN

Not all leonin resemble lions, though all have similar builds and physical features regardless of appearance. A leonin might have the physical features of a humanoid tiger, panther, cougar, lynx, bobcat, or any other big cat.

HALF-LEONIN

Half-leonin tend to be tall and covered with a thin coat of fur. This coat is usually similar in color to that of their leonin birth parent, unless their other birth parent was also furry. In that case, the half-leonin's coat has a color, pattern, and texture somewhere between those of their birth parents'.

Some half-leonin have the paws of their leonin birth parent. Those who do are swift and boast the retractable claws that leave deep gashes in their opponents.

The rest of half-leonin have eyes adapted to see in the dark and strong lungs and throat that allow them to emit mighty roars. When pleased or content, some can even purr like a housecat!

LEONIN BIRTH PARENT I

One of your birth parents is a leonin. You have mighty paws that make you swift and deadly.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 33 + 1d10 inches.

Speed. Your base walking speed increases by 5 feet.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you can deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Pounce. When you move at least 20 feet straight toward a creature and then hit it with a claw attack on the same turn, the target must make a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier or be knocked prone.

LEONIN BIRTH PARENT II

One of your birth parents is a leonin. You can see at night and your diaphragm is such that you can emit a mighty roar.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 33 + 1d10 inches.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Daunting Roar. As a bonus action, you can let out an especially menacing roar. Creatures of your choice within 10 feet of you that can hear you must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC of the save equals 8 + your proficiency bonus + your Constitution modifier. Once you use this trait, you can't use it again until you finish a short or long rest.





LIZARDFOLK PARENTAGE

Lizardfolk are scaly humanoids adapted to swampy environments with its staggering variety of threats. Lizardfolk are a little bulkier and taller than humans, and their colorful frills make them appear even larger.

Their physical shape notwithstanding, lizardfolk have more in common physiologically with iguanas or dragons than they do with humans, dwarves, or elves. They are cold-blooded, and their body provides an array of natural armor and weapons few other humanoids possess.

Some assume that because lizardfolk are cold-blooded and reptilian that they must be emotionally stunted and alien in mindset. In truth, they have the same range and depth of feeling as mammalian or avian humanoids.

Their cold-bloodedness is physiologically significant, but not emotionally or mentally so. Lizardfolk do enjoy basking in the sun and seem to be dead while resting, but they can spring into action at a moment's notice.

HALF-LIZARDFOLK

Lizardfolk are viviparous, meaning they give birth to live young instead of laying eggs like aarakocra, kobolds, giths, and turtles. As a result, if the lizardfolk is the parent giving birth, the half-lizardfolk is always born live.

Some half-lizardfolk have a strong jaw and a mouth full of serrated teeth by the time they mature. Eating the flesh of other creatures gives them strength, but they are free to decide which creatures to eat, if any.

Other half-lizardfolk inherit the aquatic adaptations of their lizardfolk birth parent. These include the ability to hold their breath for a long time and limbs and tail that serve as oars and rudder to propel them through the water.

In addition, these half-lizardfolk have scales that provide some protection from physical attack.

LIZARDFOLK BIRTH PARENT I

One of your birth parents is a lizardfolk. You are adept at traveling through water and you have scaly skin.

Age. Your life expectancy increases by 30 years.

Size. Your height increases by 29 + 1d10 inches.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Swim. You have a swimming speed of 30 feet.

LIZARDFOLK BIRTH PARENT II

One of your birth parents is a lizardfolk. You have a keen mind and flight instincts.

Age. Your life expectancy increases by 30 years.

Size. Your height increases by 29 + 1d10 inches.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Hungry Jaws. As a bonus action, you can make a special attack with your bite. If the attack hits, it deals its normal damage, and you gain temporary hit points (minimum of 1) equal to your Constitution modifier, and you can't use this trait again until you finish a short or long rest.





LOCATHAH PARENTAGE

Locathah are fish-folk who are adapted to life just below the water's surface along sea coasts. All locathah are covered in fine scales that usually range from olive green to ochre in color, except for their bellies that range from sea green to pale yellow. But several other color variations exist.

The locathah have strong tails for propulsion through the water, webbed flippers and hands for maneuvering, and a spiny crest that starts at the top of the head and extends the length of the spine. Locathah eyes are usually all white or all black, though again, other colorations exist.

Being fish-folk, locathah are entirely hairless. Also, they do not have teeth, but tear a mouthful of food at a time with their beak-like mouths and swallow it whole.

Locathah can lay dozens or hundreds of eggs at a time, which is why some locathah communities designate a single volunteer as the one who lays all the eggs.

The locathah are particularly adapted to eating kelp and seaweed. Many are vegetarians, but their palettes expand if marine vegetation isn't available and the locathah is required to become a more opportunistic feeder.

HALF-LOCATHAH

Half-locathah sometimes feel like they live two lives. On the one hand, they can walk on land among surface-dwelling peoples. And on the other, they are often also adapted to life under the waves.

Of course, not every half-locathah can swim as well as another. Some have only scales as an outward reminder that they have an aquatic birth parent. But inside, their bodies are fortified against sudden shocks.

The half-locathah that can swim and breathe water need to return to an aquatic environment at regular intervals or lose the ability to breathe air effectively. These half-locathah have brains wired to withstand certain mental and physiological attacks.

LOCATHAH BIRTH PARENT I

One of your birth parents is a locathah. You have scaly skin and a strong nervous system.

Age. Your life expectancy increases by 40 years.

Size. Your height increases by $29 + 1d8$ inches.

Leviathan Nerves. You have advantage on saving throws against being paralyzed or stunned.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is $12 +$ your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

LOCATHAH BIRTH PARENT II

One of your birth parents is a locathah. You have amphibious traits and natural resistances.

Age. Your life expectancy increases by 40 years.

Size. Your height increases by $29 + 1d8$ inches.

Amphibiousness. You can breathe air and water.

Leviathan Will You have advantage on saving throws against being charmed, frightened, poisoned, or put to sleep.

Swim. You have a swimming speed of 30 feet.

Water Dependency. You need to be submerged at least once every 4 hours to avoid suffocating.





LOXODON PARENTAGE

Loxodons tower above most other humanoid, standing over seven feet tall. They have the heads—trunks, tusks, ears, and faces—of elephants, and hulking bipedal bodies.

Each of their hands has four thick digits. Their feet are the flat-bottomed, oval-shaped feet of elephants. And their bodies are covered in thick, leathery skin that serves as a natural defense.

Like that of an elephant, a loxodon's trunk is a useful appendage. In addition to providing a keen sense of smell, the trunk can be used to lift and carry even heavy objects. The trunk can be used to carry both food and liquid to the mouth and can even act as a snorkel.

HALF-LOXODONS

Half-loxodons vary in appearance. Some have the leathery gray skin of their loxodon birth parent while others don't. Only some have large fan-like ears, flat-bottomed feet, tusks, or a trunk.

A handful of half-loxodons might have most of these identifying features, but all of them are softened by the influence of their non-loxodon birth parentage.

Some half-loxodons have a prodigious sense of smell. But they lack the musculature that would enable them to grasp objects with their long nose.

Others have a trunk and the same thick, leathery skin that provides some protection to their loxodon birth parent. These same half-loxodons have an innate calm that provides some mental defenses as well.

LOXODON BIRTH PARENT I

One of your birth parents is a loxodon. You have thick skin and a dexterous trunk.

Age. Your life expectancy increases by 225 years.

Size. Your height increases by 40 + 1d10 inches.

Loxodon Serenity. You have advantage on saving throws against being charmed or frightened.

Natural Armor. You have thick, leathery skin. When you aren't wearing armor, your AC is 12 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Trunk. You can grasp things with your trunk, and you can use it as a snorkel. It has a reach of 5 feet, and it can lift a number of pounds equal to five times your Strength score. You can use it to do the following simple tasks: lift, drop, hold, push, or pull an object or a creature; open or close a door or a container; grapple someone; or make an unarmed strike. Your DM might allow other simple tasks to be added to that list of options.

Your trunk can't wield weapons or shields or do anything that requires manual precision, such as using tools or magic items or performing the somatic components of a spell.

LOXODON BIRTH PARENT II

One of your birth parents is a loxodon. You have a long nose and a keen sense of smell.

Age. Your life expectancy increases by 225 years.

Size. Your height increases by 40 + 1d10 inches.

Keen Smell. Thanks to your sensitive trunk, you have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell.





MINOTAUR PARENTAGE

Minotaurs are barrel-chested humanoids with heads resembling those of bulls. They average six feet in height, and their horns range in size from about one foot long to great, curling weapons easily three times that length.

Thick hair extends down minotaurs' necks and powerful backs, and some have long patches of hair on their chins and cheeks. Their legs end in heavy, cloven hooves, and they have long, tufted tails.

Minotaurs have an unfortunate resemblance to goristro demons and the demon lord Baphomet, but minotaurs have no greater propensity for evil than any other sentient humanoid, no matter what the myths say. Furthermore, minotaurs can see in the dark but have no other innate ability that helps navigate a shadowy maze.

Though minotaurs look bovine, they can adapt to a carnivorous, omnivorous, or herbivorous diet, as desired or as necessity requires.

HALF-MINOTAURS

Depending on the appearance of the other birth parent, a half-minotaur may be almost entirely hairless, except for the hair that runs the length of their spine and on their chin and cheeks.

Some half-minotaurs have cloven hooves, but others have limbs that resemble those of their non-minotaur birth parent. Nearly all half-minotaurs have the elongated face of their minotaur birth parent, though usually this bullish shape is not so pronounced in the half-minotaur offspring. Almost all have a tail, though its length and appearance vary.

Every other half-minotaur can see in the dark, a trait from their minotaur parentage. These same minotaur have horns that curl or curve rather than coming to a sharp point. While curved horns are no good for goring, they can still deliver a blow that knocks opponents away.

The other half-minotaurs have horns that deliver piercing damage, making them a perpetual threat, especially if they have a running head start.

MINOTAUR BIRTH PARENT I

One of your birth parents is a minotaur. You can see in the dark, and in your adolescence, you grew curled horns.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 32 + 1d8 inches.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Hammering Horns. Immediately after you hit a creature with a melee attack as part of the Attack action on your turn, you can use a bonus action to attempt to shove that target with your horns. The target must be within 5 feet of you and no more than one size larger than you. Unless it succeeds on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier, you push it up to 10 feet away from you.



MINOTAUR BIRTH PARENT II

One of your birth parents is a minotaur. In your adolescence, you grew horns that come to a point.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 32 + 1d8 inches.

Goring Rush. Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns as a bonus action.

Horns. Your horns are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.



VUTUNN

Medium humanoid (goblinoid, minotaur)

Armor Class 14 (leather armor)

Hit Points 13 (**Hit Dice** 1d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	10 (+0)	11 (+0)	9 (-1)

Proficiencies (+2 proficiency bonus)

Saving Throws Strength +3, Dexterity +5

Skills History +2, Investigation +2, Nature +2, Perception +2, Stealth +5, Survival +2

Armor light armor, medium armor, shields

Tools navigator's tools

Weapons simple weapons, martial weapons

Senses passive Perception 12

Languages Common, Minotaur, Primordial, Sylvan

Favorite Enemy. You gain a +2 bonus to damage rolls with weapon attacks against beasts. Additionally, you have advantage on Wisdom (Survival) checks to track beasts, as well as on Intelligence checks to recall information about them.

Historical Knowledge. When you enter a ruin or dungeon, you can correctly ascertain its original purpose and determine its builders. In addition, you can determine the monetary value of art objects more than a century old.

Long-Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal (included in the attack).

Natural Explorer. You are particularly at home in coastal terrain. When you make an Intelligence or Wisdom check related to coastal terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. While traveling for an hour or more in coastal terrain, you gain the following benefits: Difficult terrain doesn't slow your group's speed. Your group can't become lost except by magical means. Even when you are engaged in another activity while traveling, you remain alert to danger. If you are traveling alone, you can move stealthily at a normal pace. When you forage, you find twice as much food as you normally would. While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Surprise Attack. If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.

ACTIONS

Attack. You can attack when you take this action, using the following:

Horns. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 1d6 + 1 piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target.

Hit: 1d8 + 3 piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 1d6 + 3 piercing damage.

BONUS ACTIONS

Goring Rush. Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horns.

Vutunn couldn't be more different from her parents, or the culture she grew up in. She wanted to explore the world, find things no one else had ever found.

She made her way to Meletis and was forced to make deals with any shady person who would fund her endeavors. Her first big discovery was finding the lost tomb of the archon tyrant Philippos. This discovery drew the attention of museums and nobles, better and legitimate sponsors.

She bought a ship, hired a crew and a Minotaur wizard by the name of Kerania to help her out of difficult situations she might find herself in, and set out into the Siren Sea.





ORC PARENTAGE

Orcs have green or gray skin, dark hair, flat noses, long faces, and teeth or tusks that protrude from their lips. Orcs usually stand over 6 feet tall and weigh between 230 and 280 pounds. Their large frames grant them the ability to lift heavy loads relative to what humans can carry.

Orcs are adapted to live in many of the same places where humans dwell—places where water is plentiful, game is abundant, and the weather is calm or predictable.

Due to their ability to see in the dark, orcs often live in unlit places like the Underdark. Those that dwell on the surface are usually nocturnal, sleeping all day and hunting or working at night. Because of this, orcs can live near humanoids with the latter seldom seeing their orc neighbors.

Misinformation abounds about orcs and their offspring. According to some accounts, all orcs worship the one-eyed god Gruumsh and are prone to violent urges. Indeed, some even believe that orcs are universally evil.

But because orcs are sentient humanoids, they make their own decisions. Some spurn Gruumsh and his allies while others heed his whispers.

HALF-ORCS

To hear some people tell it, all half-orcs are the result of a human-orc pairing. But a half-orc's other birth parent could be virtually anyone.

Many half-orcs have the physique and build of their orc birth parent and can lift heavier loads than a human with the same amount of strength training. This trait is accompanied by the keen night vision of their orc ancestry, allowing them to move expertly throughout the night or deep underground.

Other half-orcs harbor a less obvious orc trait that doesn't become evident until the half-orc is under duress. After taking a blow that would kill another person, these half-orcs can stay on their feet just long enough to get the last word or to deliver one final attack before succumbing to their wounds.

ORC BIRTH PARENT I

One of your birth parents is an orc. You can see in the dark and carry heavy loads.

Age. Your life expectancy increases by 35 years.

Size. Your height increases by 27 + 1d8 inches.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

ORC BIRTH PARENT II

One of your birth parents is an orc. You inherited a stubborn resiliency.

Age. Your life expectancy increases by 35 years.

Size. Your height increases by 27 + 1d8 inches.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

If you already have the Relentless Endurance trait inherited from your other birth parent, immediately after using this trait, you can use your reaction to take one action.





SATYR PARENTAGE

Generally, satyrs look similar to humans, with a range of builds and features. However, their goatlike horns, pointed ears, and furred lower bodies sharply distinguish them. Satyrs range from just under 5 feet to about 6 feet in height, with generally slender builds.

Satyrs' solid horns connect to their heads at the base of their skulls, while their legs end in sturdy hooves. Thick fur covers their bodies from the waist down. This fur is shorter at the waist and longer below the knees. Short, soft hair grows down their neck and spine, along their shoulders, and on their forearms.

Satyrs have so much energy at their disposal, others are often hard pressed to keep up despite satyrs' short stature.

HALF-SATYRS

All half-satyrs, like their satyr birth parent, are fey creatures. As a result, they are immune to humanoid-targeting spells, much to the dismay of enemy spellcasters.

Though the Feywild courses through their veins, satyrs have short lifespans relative to those of elves or dwarves. Half-satyrs are usually the same, though having a long-lived birth parent can extend their life expectancy substantially.

All half-satyrs have some form of magical resistance, though about half are resistant to slowing and sapping spells while the rest better protect their intellect and personality from magical attack.

Some half-satyrs are as nimble-footed as their fey birth parent, capable of a blistering pace relative to other folks. The rest of the half-satyrs have horns sufficiently strong to deliver a bruising attack. For this reason, it's best to never consider a half-satyr entirely unarmed.

Satyrs and half-satyrs have a reputation for revelry and debauchery, but satyr parentage has nothing to do with these traits. A satyr can be either stoic or volatile, enthusiastic or shy.

SATYR BIRTH PARENT I

One of your birth parents is a satyr. You are a fey creature and have a swift stride and natural resistances to magic.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 28 + 1d8 inches.

Speed Your base walking speed increases by 5 feet.

Fey. Your creature type is fey, rather than humanoid.

Magic Resistance. You have advantage on all Dexterity and Constitution saving throws against spells and other magical effects.

SATYR BIRTH PARENT II

One of your birth parents is a satyr. You are a fey, sport horns on your head, and have natural resistances to magic.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 28 + 1d8 inches.

Fey. Your creature type is fey, rather than humanoid.

Fey Cunning. You have advantage on all Strength, Intelligence, Wisdom and Charisma saving throws against spells and other magical effects.

Ram. You can use your head and horns to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier.





SHIFTER PARENTAGE

A shifter is born with a beast within, a totemic force that shapes their body and mind. The beast within is a pool of powerful instincts.

When a shifter fully embraces this beast within, they physically transform for a short time. A shifter's type reflects the beast within. Four are especially common: Beasthide often signifies the bear or boar: resilient and thick-skinned. Longtooth shifters typically have lupine traits and deliver a fearsome bite. Swiftstride are often predatory and feline, but a swiftstride could also be a cunning rat who darts through the shadows. Wildhunt shifters are born from any creature that tracks its prey.

While the beast within certainly has a physical impact on a shifter, the shifter's personality is their own. Two beasthide shifters share the same special trait, but if one has the aspect of the boar and the other is more like a bear, they'll be quite different in appearance. With any shifter, identifying the beast within is a crucial part of understanding themselves.

HALF-SHIFTERS

Like their shifter birth parent, all half-shifters can take on a bestial appearance. But for most half-shifters, the vigor and energy of the beast within doesn't manifest as strongly as it did in their shifter birth parent.

Nevertheless, while transformed, a half-shifter of beasthide parentage grows a thicker skin, one of longtooth parentage grows a pair of elongated fangs, a swiftstride half-shifter gains speed, and a wildhunt half-shifter gains heightened awareness.

Some half-shifters carry the traits of many different types of shifters in their blood. These benefit from the ability to see in the dark and a bestial fortitude when shifted.

SHIFTER BIRTH PARENT

One of your birth parents is a shifter of any type or a mix of shifter parentages. While shifted, you have bestial fortitude.

Age. Your life expectancy increases by 35 years.

Size. Your height increases by 27 + 1d8 inches.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Shifting. As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain temporary hit points equal to your level + your Constitution modifier (minimum of 1 temporary hit point).

Once you shift, you can't do so again until you finish a short or long rest.

BEASTHIDE BIRTH PARENT

One of your birth parents is a beasthide shifter. While shifted, you toughen and have a thick skin.

Age. Your life expectancy increases by 35 years.

Size. Your height increases by 27 + 1d8 inches.

Beasthide Shifting. As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. When you shift, you gain 1d6 temporary hit points. While shifted, you have a +1 bonus to your Armor Class.

If you already have the Shifting trait from another birth parent, the temporary hit points stack when you shift.

Once you shift, you can't do so again until you finish a short or long rest.

LONGTOOTH BIRTH PARENT

One of your birth parents is a longtooth shifter. While shifted, you have a pair of deadly fangs.

Age. Your life expectancy increases by 35 years.

Size. Your height increases by 27 + 1d8 inches.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Longtooth Shifting. As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. While shifted, you can use your elongated fangs to make an unarmed strike as a bonus action. If you hit with your fangs, you can deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Once you shift, you can't do so again until you finish a short or long rest.



SWIFTSTRIDE BIRTH PARENT

One of your birth parents is a swiftstride shifter. While shifted, you are nimble and swift.

Age. Your life expectancy increases by 35 years.

Size. Your height increases by 27 + 1d8 inches.

Swiftstride Shifting. As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. While shifted, your walking speed increases by 10 feet. Additionally, you can move up to 10 feet as a reaction when a creature ends its turn within 5 feet of you. This reactive movement doesn't provoke opportunity attacks.

Once you shift, you can't do so again until you finish a short or long rest.

WILDHUNT BIRTH PARENT

One of your birth parents is a wildhunt shifter. While shifted, you are wary and vigilant.

Age. Your life expectancy increases by 35 years.

Size. Your height increases by 27 + 1d8 inches.

Wildhunt Shifting. As a bonus action, you can assume a more bestial appearance. This transformation lasts for 1 minute, until you die, or until you revert to your normal appearance as a bonus action. While shifted, you have advantage on Wisdom checks, and no creature within 30 feet of you can make an attack roll with advantage against you, unless you're incapacitated.

Once you shift, you can't do so again until you finish a short or long rest.





SIMIC HYBRID PARENTAGE

Some use magic to fuse different life forms together. Some organizations or powerful individuals extend this research to humanoid subjects, magically transferring the traits of various animals into humans, elves, vedalken, and others.

These hyper-evolved specimens are called hybrids, though they sometimes refer to themselves as guardians. A hybrid's biological enhancements can change their appearance drastically, though most hybrids retain their basic physical form.

All are augmented with characteristics of animals, mostly aquatic, reptilian, or amphibian creatures. These include crab claws, squid tentacles, wings or fins like those of manta rays, translucent or camouflaged skin, or shark-like maws filled with sharp teeth.

Because hybrids are already a combination of species, even those with two hybrid birth parents are still half something else. (See the appendices for a further delve into multiple parentages.)

SIMIC HYBRID BIRTH PARENT

Your body has been fused with the traits of various animals by magic, or the body of one of your parents has been.

Age. Double the life expectancy increase from your other birth parent to determine your total life expectancy.

Size. Double the height increase from your other birth parent to determine your total height.

Animal Enhancement. Your body has been altered to incorporate certain animal characteristics. You choose one animal enhancement now and a second enhancement at 5th level.



ANIMAL ENHANCEMENTS

At 1st level, choose one of the following options:

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Manta Glide. You have ray-like fins that you can use as wings to slow your fall or allow you to glide. When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.

Nimble Climber. You have a climbing speed equal to your walking speed.

Underwater Adaptation. You can breathe air and water, and you have a swimming speed equal to your walking speed.

At 5th level, your body evolves further, developing new characteristics. Choose one of the options you didn't take at 1st level, or one of the following options:

Acid Spit. As an action, you can spray acid from glands in your mouth, targeting one creature or object you can see within 30 feet of you. The target takes 2d10 acid damage unless it succeeds on a Dexterity saving throw against a DC equal to 8 + your Constitution modifier + your proficiency bonus. This damage increases by 1d10 when you reach 11th level (3d10) and 17th level (4d10). You can use this trait a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Carapace. Your skin in places is covered by a thick shell. You gain a +1 bonus to AC when you're not wearing heavy armor.

Grappling Appendages. You have two special appendages growing alongside your arms. Choose whether they're both claws or tentacles. As an action, you can use one of them to try to grapple a creature. Each one is also a natural weapon, which you can use to make an unarmed strike. If you hit with it, the target takes bludgeoning damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. Immediately after hitting, you can try to grapple the target as a bonus action. These appendages can't precisely manipulate anything and can't wield weapons, magic items, or other specialized equipment.



TABAXI PARENTAGE

Tabaxi, also known as jaguar people or catfolk, are feline humanoids. Tabaxi are taller on average than humans at 6 to 7 feet and relatively slender.

Their bodies are covered with fur that can sometimes be striped, spotted, or all one color. Tabaxi fur colors range from light yellow to brownish red. In the right environment, their coat provides some camouflage. Tabaxi eyes have slit pupils and are usually green or yellow. Like cats, tabaxi have claws and long tails. The occasional rare tabaxi is born with almost no tail.

Tabaxi have abilities similar to most other felines. They are good swimmers and climbers, can see in the dark, and are capable of short bursts of incredible speed when needed. They also have an exceptional sense of smell.

Not surprisingly, most tabaxi are carnivores, being naturally adapted hunters. However, tabaxi can eat plants and some even take up vegetarianism without complication.

Tabaxi generally have a gestation time of six or seven months and often give birth to twins or triplets. Tabaxi are born blind, hairless, and helpless, but they are usually walking in half the time it takes a human. In other respects, tabaxi and humans mature at about the same rate.

HALF-TABAXI

To be a half-tabaxi is to have either sharp claws and the ability to see in the dark or the agility and senses of a cat.

A half-tabaxi's claws are useful. Not only do they make it so a half-tabaxi is never unarmed, but they also make them a skilled climber. And, of course, being able to see in the dark has its uses.

If a half-tabaxi cannot see in the dark, they usually can rely on their exceptional sense of smell to ferret out enemies. There's also the short burst of speed inherited from their tabaxi birth parent, though such prodigious velocity usually requires rest before using it again.

TABAXI BIRTH PARENT I

One of your birth parents is a tabaxi. You have keen cat eyes and sharp claws.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 29 + 1d10 inches.

Darkvision. You have a cat's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cat's Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

TABAXI BIRTH PARENT II

One of your birth parents is a tabaxi. You are naturally stealthy and nimble.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 29 + 1d10 inches.

Cat's Talent. You are proficient in your choice of one of the following skills: Perception and Stealth.

Feline Agility. Your reflexes and agility allow you to move with a burst of speed. When you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.





TURTLE PARENTAGE

A turtle hatches from a thick-shelled egg and spends the first few weeks of its life crawling on all fours. They may have up to ten siblings hatched from the same clutch of eggs or be the only one.

After they mature, an adult turtle stands 5 to 6 feet tall and average 450 pounds. Their shell accounts for roughly one-third of their weight. The shells they carry around provide all the shelter they require, though some enjoy the convenience of additional housing.

Though not quite aquatic, turtles are adapted to live near the sea. While they aren't expert swimmers, they can remain underwater for up to an hour before needing to surface for air. Where a turtle decides to live ultimately is a personal choice.

HALF-TORTLES

Half-turtles are sometimes mistaken for lizardfolk or sometimes even tieflings or kobolds, the latter if their other birth parent was small. But a dead giveaway for a half-turtle is the shell, present on all-half turtles.

Though all half-turtles have a shell, it is softer than the one worn by their turtle birth parent. Still, this softer shell provides some protection from attack. Like turtles, half-turtles can retreat into their shells for additional protection, but this also isn't quite the boon it was to their turtle birth parent.

Some half-turtles are equipped with claws that serve as natural weapons, easily slicing through exposed flesh. The other half don't have claws so developed as to be dangerous, but they are able to hold their breath for an extended period, the last vestige of their ancient aquatic heritage.

If the non-turtle birth parent was an aarakocra, dragonborn, gith, kobold, or other egg-laying humanoid, the half-turtle also hatches from an egg. Only about fifty percent of half-turtles are born this way; the rest are born live. Though turtles generally lay eggs on sandy beaches, any sufficiently warm and safe place does the trick.

TORTLE BIRTH PARENT I

One of your birth parents is a turtle. You have a soft shell and claws.

Age. Your life expectancy increases by 25 years.

Size. Your height increases by 29 + 1d8 inches.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Natural Armor. Your shell provides some protection, giving you a base AC of 14 + your Dexterity modifier. If you are using a shield, you can apply the shield's bonus as normal.

If you already have the Natural Armor trait inherited from your other birth parent, your shell hardens and thickens. You have a base AC of 17, but your Dexterity modifier no longer affects this number and you gain no benefit from wearing armor.

Shell Defense. You can withdraw into your shell as an action. Until you emerge, you gain a +2 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

If you already have the Shell Defense trait inherited from your other birth parent, you gain a +4 bonus to AC with this trait.

TORTLE BIRTH PARENT II

One of your birth parents is a turtle. You have a soft shell and can hold your breath for a long time.

Age. Your life expectancy increases by 25 years.

Size. Your height increases by 29 + 1d8 inches.

Hold Breath. You can hold your breath for up to 1 hour at a time. You aren't a natural swimmer, but you can remain underwater for some time before needing to come up for air.

Natural Armor. Your shell provides some protection, giving you a base AC of 14 + your Dexterity modifier. If you are using a shield, you can apply the shield's bonus as normal.

If you already have the Natural Armor trait inherited from your other birth parent, your shell hardens and thickens. You have a base AC of 17, but your Dexterity modifier no longer affects this number and you gain no benefit from wearing armor.

Shell Defense. You can withdraw into your shell as an action. Until you emerge, you gain a +2 bonus to AC, and you have advantage on Strength and Constitution saving throws. While in your shell, you are prone, your speed is 0 and can't increase, you have disadvantage on Dexterity saving throws, you can't take reactions, and the only action you can take is a bonus action to emerge from your shell.

If you already have the Shell Defense trait inherited from your other birth parent, you gain a +4 bonus to AC with this trait.



TRITON PARENTAGE

Tritons are blue-skinned humanoids adapted to live in the ocean depths. Most have green hair reminiscent of seaweed and webbed feet that aid propulsion through the water. Webbed hands make tritons agile swimmers while still allowing them to grip objects.

Triton eyes vary in color between inky black to bright red and orange. They can see in the dark, which helps them explore the deep sea or a dark alley on a moonless night.

Tritons also have resistance to cold damage, since their ancestors came from frigid depths. They also have natural resistance to toxins and venoms, since the sea is full of plants and animals that use these as protection or hunting.

Tritons lay soft eggs in cocoons of bubbles strung between vegetation or ocean floor rocks. There the pale blue fetuses are visible for the entire gestation period. When they hatch, they look like miniature versions of their parents and slowly grow to mature size over the course of about ten years.

HALF-TRITONS

They may be adapted to live in the ocean depths, but tritons can live a life out of the water. Because of this adaptability, tritons live alongside humans, elves, dwarves, and other traditionally surface-dwelling folk in many D&D worlds.

Half-tritons appear wherever there is regular (or even occasional) interaction between triton and other peoples. Their skin is usually a shade of blue mixed with the hue of their non-triton birth parent.

About fifty percent of half-tritons have gills and webbed fingers and toes that allow them to swim with ease. The rest have less obvious triton traits, such as the ability to see in the dark or resistance to acidic substances.

All half-tritons are born with gills, but some lose the ability to breathe water by time they mature.

TRITON BIRTH PARENT I

One of your birth parents is a triton. You can breathe water and swim like a fish.

Age. Your life expectancy increases by 100 years.

Size. Your height increases by 27 + 1d10 inches.

Amphibious. You can breathe air and water.

Guardians of the Depths. Adapted to the frigid ocean depths, you have resistance to cold damage.

Swim. You have a swimming speed of 30 feet.

TRITON BIRTH PARENT II

One of your birth parents is a triton. You can see in the dark depths and have inborn acid resistance.

Age. Your life expectancy increases by 100 years.

Size. Your height increases by 27 + 1d10 inches.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Acid Resistance. You have resistance to acid damage.





VEDALKEN PARENTAGE

Vedalken are tall and slender, standing almost a head taller than humans on average but weighing about the same. Their hairless skin comes in a range of shades of blue. Their eyes are darker shades of blue or violet. They lack external ears, their noses are broad and flat, and they are partially amphibious.

Vedalkens' partial amphibiousness allows them to breathe underwater through their skin. They can't manage to do this indefinitely, but long enough to surprise exclusively land-dwelling folk. In addition, a vedalken has a naturally powerful and complex mind, giving them natural protections against psychic attacks and charms.

Vedalken are among the more long-lived peoples, though they don't live nearly as long as elves and dwarves. Even so, their lifespans are long enough to see several generations of humans rise and pass away. This perspective informs their worldview and the pace of their lives.

HALF-VEDALKEN

Half-vedalken have almost exactly the same beneficial traits as their vedalken birth parent. They may not live as long or be as tall, depending on their non-vedalken birth parent, but half-vedalken are universally amphibious to the same degree as their vedalken parent.

Half-vedalken also have an inscrutable mind. However, their vedalken birth parent has more robust mental defenses while half-vedalken have a chink in their metaphorical mental armor. Then again, the traits they inherited from their other birth parent even the playing ground again.

VEDALKEN BIRTH PARENT

One of your birth parents is a vedalken. You can breathe water for a short time and your mind is resistant to magic. You can choose this birth parent option twice.

Age. Your life expectancy increases by 175 years.

Size. Your height increases by 32 + 1d10 inches.

Partially Amphibious. By absorbing oxygen through your skin, you can breathe underwater for up to 1 hour. Once you've reached that limit, you can't use this trait again until you finish a long rest.

Vedalken Mind. You have advantage on your choice of two saving throws from among Intelligence, Wisdom, and Charisma.

If you inherited the Vedalken Mind trait from your other birth parent, you also have advantage on the remaining type of saving throw.





WARFORGED PARENTAGE

The warforged were originally built to fight. While the first warforged were mindless automatons, an unexpected breakthrough produced sapient soldiers, giving rise to what some have only grudgingly accepted as a new species.

Warforged are made from wood and metal, but they can feel pain and emotion. Built as weapons, they must now find a purpose beyond war. A warforged can be a steadfast ally, a cold-hearted killer, or a visionary in search of meaning.

Warforged are formed from a blend of organic and inorganic materials. Root-like cords infused with alchemical fluids serve as their muscles, wrapped around a framework of steel, darkwood, or stone. Armored plates form a protective outer shell and reinforce joints. Warforged share a common facial design, with a hinged jaw and crystal eyes embedded beneath a reinforced brow ridge.

Beyond these common elements of warforged design, the precise materials and build of a warforged vary based on the purpose for which it was designed. Although they were manufactured, warforged are living humanoids. Resting, healing magic, and the Medicine skill all provide the same benefits to warforged that they do to other humanoids.

HALF-WARFORGED

Warforged can and have reproduced with each other and even other humanoids. Some warforged offspring are constructed, as their birth parent was. Others reproduce by magical means, such as a *wish* spell. It's believed that some warforged can modify their physiology to reproduce by natural means.

Half-warforged are a mixture of the organic and the synthetic, some require no sleep, some are resistant to poison and disease, and some have natural armor.

WARFORGED BIRTH PARENT I

One of your birth parents is a warforged. You do not require sleep and have built-in protection.

Age. Your life expectancy is unknown. You halve the effect of any magical aging. If your other birth parent is a warforged, you are immune to magical aging effects.

Size. Your height increases by 35 + 1d6 inches.

Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Integrated Protection. Your body has built-in defensive layers, which can be enhanced with armor:

- You gain a +1 bonus to Armor Class.
- You can don only armor with which you have proficiency. To don armor, you must incorporate it into your body over the course of 1 hour, during which you remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way.
- While you live, your armor can't be removed from your body against your will.

WARFORGED BIRTH PARENT II

One of your birth parents is a warforged. You have remarkable fortitude.

Age. Your life expectancy is unknown. You halve the effect of any magical aging. If your other birth parent is a warforged, you are immune to magical aging effects.

Size. Your height increases by 35 + 1d6 inches.

Constructed Resilience. You were created to have remarkable fortitude, represented by the following benefits:

- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You are immune to disease.
- You don't need to sleep, and magic can't put you to sleep.



KETHRA HORNRAVEN

Medium humanoid (human, warforged)

Armor Class 15 (leather armor, natural armor)

Hit Points 10 (Hit Dice 1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	15 (+2)	11 (+0)	14 (+2)	14 (+2)

Proficiencies (+2 proficiency bonus)

Saving Throws Dexterity +5, Intelligence +2

Skills Deception +6, Insight +4, Investigation +2, Perception +4, Persuasion +4, Stealth +7

Armor light armor

Tools disguise kit, thieves tools +5

Weapons simple weapons, hand crossbows, longswords, rapiers, shortswords

Senses passive Perception 14

Languages Common, Elvish, thieves' cant

Criminal Contact. You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt caravan masters, and seedy sailors who can deliver messages for you.

Cunning Intuition. When you make a Charisma (Performance) or Dexterity (Stealth) check, you can roll a d4 and add the number rolled to the ability check.

Parents dead and town destroyed by a green dragon named Ryzainiag, Kethra Hornraven found herself roaming the nearby woods, scrounging food by any means necessary until she was caught stealing from Kahsper Drylund, a Yartar noble. He was impressed by her abilities and brought her back to hone her skills with one goal in mind, turning her into a weapon for the Kraken Society. The next few years of her life were very different from how her life began. Day in and day out, she would train, learning the ways of stealth, espionage, and assassination until finally on her fifteenth birthday she was inducted into the Kraken Society and sent on her first mission.

For three years, she did anything the society asked of her, but one day they asked for too much. She was to liaison with Ryzainiag to further the society's goals, but she couldn't. Instead, she attacked the dragon, nearly dying in the process before escaping and marking herself as a traitor to the Kraken Society.

Integrated Protection. Your body has built-in defensive layers, which can be enhanced with armor. You gain a +1 bonus to Armor Class. You can don only armor with which you have proficiency. To don armor, you must incorporate it into your body over the course of 1 hour, during which you must remain in contact with the armor. To doff armor, you must spend 1 hour removing it. You can rest while donning or doffing armor in this way. While you live, your armor can't be removed from your body against your will.

Sentry's Rest. When you take a long rest, you must spend at least six hours in an inactive, motionless state, rather than sleeping. In this state, you appear inert, but it doesn't render you unconscious, and you can see and hear as normal.

Sneak Attack (1/Turn). You can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, the enemy isn't Incapacitated, and you don't have disadvantage on the attack roll.

ACTIONS

Attack. You can attack when you take this action, using the following:

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 feet., one target.

Hit: 1d4 + 3 piercing damage.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

Hit: 1d8 + 3 piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, reach 80/320 feet, one target.

Hit: 1d6 + 3 piercing damage.





YUAN-TI PARENTAGE

Yuan-ti are serpentine creatures that mix some traits of humanoids with those of snakes, though the proportion varies from individual to individual.

All yuan-ti can interbreed. Yuan-ti who give birth typically lay clutches of eggs stored in a common hatchery, although live births aren't rare. A mating between yuan-ti of different types almost always produces eggs that hatch into yuan-ti with a mix of the parents' traits and physiologies. Yuan-ti are able to reproduce with humanoids of any type as well.

Some assume that because yuan-ti are cold-blooded and reptilian that they must be emotionally stunted and alien in mindset. In truth, they have the same range and depth of feeling as mammalian or avian humanoids.

Some yuan-ti can pass as human, and they can live incognito among humans if they wish. Indeed, some yuan-ti aren't even aware of their yuan-ti ancestry.

HALF-YUAN-TI

Any yuan-ti can reproduce with humanoids. Doing so results in a half-yuan-ti bearing subtle serpentine features but mostly resembling their non-yuan-ti birth parent.

Some half-yuan-ti are able to see in the dark and are not easily poisoned. The rest have an affinity with snakes, have a venomous attack, and are not easily injured by poison.

Most half-yuan-ti, like many species of snakes, bear live children instead of laying eggs. Half-yuan-ti only lay eggs if their partner is an aarakocra, gith, tortle, or some other egg-laying humanoid.

Because yuan-ti physical features are so subtle in half-yuan-ti, rumors exist that yuan-ti have spies and infiltrators among other peoples. This may be true in some instances, but they're more likely just tall tales born of a quirk of nature.

YUAN-TI BIRTH PARENT I

One of your birth parents is a yuan-ti. You have subtle serpentine features and resistance to venom.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 28 + 1d10 inches.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Venom Resistance. You have advantage on saving throws against being poisoned.

YUAN-TI BIRTH PARENT II

One of your birth parents is a yuan-ti. You have subtle serpentine features and a poisonous attack.

Age. Your life expectancy increases by 50 years.

Size. Your height increases by 28 + 1d10 inches.

Ophidian Magic. You know the *poison spray* cantrip. You can cast *animal friendship* an unlimited number of times with this trait, but you can target only snakes with it. Charisma is your spellcasting ability for these spells.

Poison Resistance. You have resistance to poison damage.



UPBRINGINGS

After selecting your two birth parents, your next step is choosing an upbringing from the listed options provided in this section.

ABJURER UPBRINGING

You were raised among those gifted with the school of abjuration magic and trained at their feet.

Abjurer's Resistance. You have advantage on one your choice of one from among Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma saving throws against magic and other magical effects.

Mind Trick. Starting at 3rd level, you can cast the *suggestion* spell with this trait. Once you cast it, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and two other languages of your choice.

ACROBATIC UPBRINGING

You were raised among acrobats or revelers.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Mirthful Leaps. Whenever you make a long or high jump, you can roll a d8 and add the number rolled to the number of feet you cover, even when making a standing jump. This extra distance costs movement as normal.

Reveler. You have proficiency in the Performance and Persuasion skills, and you have proficiency with one musical instrument of your choice.

Languages. You can speak, read, and write Common and one other language of your choice.

AERIAL UPBRINGING

You were raised among a people that can fly or glide, whether by biology, invention, or magic.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Dive Attack. If you are flying and dive at least 30 feet straight toward a target and then hit it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

Languages. You can speak, read, and write Common and two other languages of your choice.

LANGUAGES

Standard	Rare
Common	Abyssal
Dwarvish	Celestial
Elvish	Draconic
Giant	Deep Speech
Gnomish	Infernal
Goblin	Primordial
Halfling	Sylvan
Orc	Undercommon

AGGRESSIVE UPBRINGING

You were raised among a people who value and reward strength, ferocity, and aggression.

Ability Score Increase. Your Strength and Constitution scores each increase by 1.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Menacing. You are trained in the Intimidation skill.

Languages. You can speak, read, and write Common and one other standard language of your choice.

AIRSHIP UPBRINGING

You were raised aboard on an airship among its captains and sailors.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Windwright's Intuition. When you make a Dexterity (Acrobatics) check or any ability check involving navigator's tools, you can roll a d4 and add the number rolled to the ability check.

Languages. You can speak, read, and write Common and one other standard language of your choice.

AQUATIC UPBRINGING

You were raised among a people that live near or in the sea.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Friend of the Sea. Using gestures and sounds, you can communicate simple ideas with any beast that has an innate swimming speed.

Weapon Training. You have proficiency with the spear, trident, light crossbow, and net.

Languages. You can speak, read, and write Common and one other language of your choice.

ARBOREAL UPBRINGING

You were raised among a people who live high in the forest or jungle canopy.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Arboreal Alertness. You have proficiency in the Perception skill.

Languages. You can speak, read, and write one other language of your choice.

ARTIFICER UPBRINGING

You were raised among artificers or other magical manufacturers.

Ability Score Increase. Your Intelligence score increases by 2, and one other ability score of your choice increases by 1.

Artisan's Intuition. When you make an Arcana check or an ability check involving artisan's tools, you can roll a d4 and add the number rolled to the ability check.

Languages. You can speak, read, and write Common and one other standard language of your choice.

ASTRAL UPBRINGING

You were raised in the Astral Plane, where time stands still, or among a people who hail from there.

Ability Score Increase. Your Strength and Intelligence scores each increase by 1.

Decadent Mastery. You are proficient with one skill or tool of your choice.

Martial Prodigy. You are proficient with light and medium armor and with shortwords, longwords, and greatwords.

Languages. You can speak, read, and write Common and two other languages of your choice.

ATHLETIC UPBRINGING

From a very young age, you were trained to stay in peak physical shape.

Ability Score Increase. Your Strength score increases by 2, and your Dexterity score increases by 1.

Observant and Athletic. You have proficiency in the Athletics or Perception skills (your choice).

Languages. You can speak, read, and write Common and one other language of your choice.

AVERNUS UPBRINGING

You were raised in Avernus, the First Hell, or among a people who hail from there.

Ability Score Increase. Your Charisma score increases by 2, and your Strength score increases by 1.

Legacy of Avernus. You know the *thaumaturgy* cantrip. Charisma is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and Infernal.

BANKER UPBRINGING

You were trained from a young age to keep things safe—jewels, secrets, prisoners.

Ability Score Increase. Your Constitution score increases by 2, and your Intelligence score increases by 1.

Warder's Intuition. When you make an Intelligence (Investigation) check or an ability check using thieves' tools, you can roll a d4 and add the number rolled to the ability check.

Languages. You can speak, read, and write Common and one other standard language of your choice.

BATTLE SAVANT UPBRINGING

You were trained to wield swords and bows from an early age and tutored in battle strategy.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Languages. You can speak, read, and write Common and two other languages of your choice.

BEASTRIDER UPBRINGING

You were raised among a people who train and ride mounts, whether they be mundane like horses or fantastical like hippogriffs.

Ability Score Increase. Your Wisdom score increases by 2, and your Constitution score increases by 1.

The Bigger They Are. Starting at 3rd level, you can target a beast or monstrosity when you cast *animal friendship* or *speak with animals*, provided the creature's Intelligence score is 3 or lower.

Wild Intuition. When you make a Wisdom (Animal Handling) or Intelligence (Nature) check, you can roll a d4 and add the number rolled to the ability check.

Languages. You can speak, read, and write Common and one other standard language of your choice.

CANIA UPBRINGING

You were raised in Cania, the Eighth Hell, or among a people who hail from there.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Legacy of Cania. You know the *mage hand* cantrip. When you reach 3rd level, you can cast the *burning hands* spell once with this trait and regain the ability to do so when you finish a short or long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Infernal.

CARAVANEER UPBRINGING

You were raised among caravaneers, teamsters, wainwrights, wheelwrights, or others invested in overland travel or trade.

Ability Score Increase. Your Dexterity score increases by 2, and one other ability score of your choice increases by 1.

Intuitive Motion. When you make a Dexterity (Acrobatics) check or any ability check to operate or maintain a land vehicle, you can roll a d4 and add the number rolled to the ability check.

Languages. You can speak, read, and write Common and one other standard language of your choice.

COMBATIVE UPBRINGING

You were raised among a people that highly value physical strength and valor.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Formidable Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Menacing. You gain proficiency in the Intimidation skill.

Languages. You can speak, read, and write Common and one other standard language of your choice.

COMMON DEFENSE UPBRINGING

You spent your formative years strengthening your throwing arm and striving to be brave when facing overwhelming odds.

Ability Score Increase. Your Dexterity score increases by 2. In addition, increase one ability score from among Constitution, Wisdom, or Charisma by 1.

Brave. You have advantage on saving throws against being frightened.

Slinger. Your throwing arm is a natural weapon that you can use to make ranged attacks as you were wielding a sling, provided you have sling bullets or equivalent.

Languages. You can speak, read, and write Common and one other standard language of your choice.

COMPETITIVE UPBRINGING

You were raised among people who value contests of strength and friendly competition.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Competitive. When you see an ally score a critical hit, you can use your reaction to make a melee attack against any one creature within range.

Languages. You can speak, read, and write Common and one other standard language of your choice.

CONSULAR UPBRINGING

You were raised among diplomats, ambassadors, or arbiters.

Ability Score Increase. Your Charisma score increases by 2.

Skill Versatility. You gain proficiency in two skills of your choice.

Languages. You can speak, read, and write Common and two other languages of your choice.

CUNNING UPBRINGING

You were raised among a devout people who prize cunning and nimbleness.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Infernal Legacy. You know the *thaumaturgy* cantrip. Charisma is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and one other language of your choice.

DAO UPBRINGING

You were raised on the Elemental Plane of Earth or in a dao's palace on the Material Plane.

Ability Score Increase. Your Strength and Constitution scores each increase by 1.

Merge with Stone. You can cast the *pass without trace* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and Primordial.

DEFENDER UPBRINGING

You were raised to know how to defend yourself and your people.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Armor Training. You have proficiency with light and medium armor.

Languages. You can speak, read, and write Common and one other standard language of your choice.

DEFIANT UPBRINGING

You were raised to stand up to others, even those bigger and stronger than you.

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Fury of the Small. When you damage a creature with an attack or a spell and the creature's size is larger than yours, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Languages. You can speak, read, and write Common and one other standard language of your choice.

DEXTEROUS SOLDIER UPBRINGING

You were raised to value personal devotion and trained in weapons meant for the nimble and lithe.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Weapon Training. You have proficiency with rapiers, shortswords, and hand crossbows.

Languages. You can speak, read, and write Common and one other standard language of your choice.

DJINNI UPBRINGING

You were raised on the Elemental Plane of Air or in a djinni's palace on the Material Plane.

Ability Score Increase. Your Dexterity and Constitution scores each increase by 1.

Mingle with the Wind. You can cast the *levitate* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and Primordial.

DIS UPBRINGING

You were raised in Dis, the Second Hell, or among a people who hail from there.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Legacy of Dis. You know the *thaumaturgy* cantrip. Charisma is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and Infernal.

DRACONIC UPBRINGING

You were raised among dragonborn or even in the company of dragons.

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

Dragon Whelp. You are immune to the Frightful Presence feature of any dragon.

Languages. You can speak, read, and write Common and Draconic.

DRAMATIC UPBRINGING

You were raised by a dramatic people who have the uncanny ability to draw attention to themselves.

Draw Attention. As an action on your turn, you can distract nearby foes. Until the end of your next turn, your allies gain advantage on attack rolls against enemies within 10 feet of you that can see you. Once you use this trait, you can't use it again until you finish a short or long rest.

Languages. You can speak, read, and write Common and one other language of your choice.

EFREETI UPBRINGING

You were raised on the Elemental Plane of Fire or in an efreeti's palace on the Material Plane.

Ability Score Increase. Your Constitution score increases by 2, and your Intelligence score increases by 1.

Reach to the Blaze. You know the *produce flame* cantrip. Constitution is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and Primordial.

FALLEN UPBRINGING

You were touched by dark powers as a youth, replacing any inner light with shadow.

Ability Score Increase. Your Strength and Charisma scores each increase by 1.

Necrotic Shroud. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing your eyes to turn into pools of darkness and two skeletal, ghostly, flightless wings to sprout from your back. The instant you transform, other creatures within 10 feet of you that can see you must each succeed on a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier) or become frightened of you until the end of your next turn.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, once on each of your turns, you can deal extra necrotic damage to one target when you deal damage to it with an attack or a spell. The extra necrotic damage equals your level.

Once you use this trait, you can't use it again until you finish a long rest.

Languages. You can speak, read, and write Common and one other language of your choice.

FIERCE UPBRINGING

You were raised among a people that taught you to stand up for yourself and not back down.

Ability Score Increase. Your Strength score increases by 2, and your Dexterity score increases by 1.

Fierce. You have proficiency in the Intimidation skill.

Languages. You can speak, read, and write Common.

FOREST UPBRINGING

You were raised among a people who live at peace with the animals that make their homes in or among trees.

Ability Score Increase. Your Intelligence score increases by 2, and your Dexterity score increases by 1.

Speak with Small Beasts. Through sounds and gestures, you can communicate simple ideas with Small or smaller beasts. Your people love animals and often keep squirrels, badgers, rabbits, moles, woodpeckers, and other creatures as beloved pets.

Languages. You can speak, read, and write Common and one other standard language of your choice.

FORGER UPBRINGING

You were raised among forgers and impersonators.

Ability Score Increase. Your Dexterity and Wisdom scores each increase by 1.

Expert Forgery. You can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.

Charlatan Training. You are proficient in the Deception and Sleight of Hand skills.

Mimicry. You can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

Languages. You can speak, read, and write Common and one other language of your choice.

GRACEFUL UPBRINGING

You were raised among those who value runners, dancers, and acrobats.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Graceful. You have proficiency in the Acrobatics skill.

Languages. You can speak, read, and write Common.

GUARDIAN UPBRINGING

You were raised among bodyguards, city watch, soldiers, mercenaries, or those employed in other martial trades.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Sentinel's Intuition. When you make a Wisdom (Insight) or Wisdom (Perception) check, you can roll a d4 and add the number rolled to the ability check.

Languages. You can speak, read, or write Common and one other standard language of your choice.

GUERRILLA UPBRINGING

You were raised among those skilled in ambushes, snares, or guerrilla warfare.

Ability Score Increase. Your Strength and Dexterity scores each increase by 1.

Sneaky. You are proficient in the Stealth skill.

Surprise Attack. If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.

Languages. You can speak, read, and write Common and one other standard language of your choice.

HARDY UPBRINGING

You were raised among a people that fed you heartily and made sure you exercised.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Natural Athlete. You have proficiency in the Athletics skill.

Languages. You can speak, read, and write Common.

HEALER UPBRINGING

You were trained from a young age in the art of healing and medicine.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Medical Intuition. When you make a Wisdom (Medicine) check or an ability check using an herbalism kit, you can roll a d4 and add the number rolled to the ability check.

Languages. You can speak, read, and write Common and one other standard language of your choice.

HINTERLAND UPBRINGING

You were raised among people who live far from any cities or villages and struggle mightily to survive.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Primal Intuition. You have proficiency in two of the following skills of your choice: Animal Handling, Insight, Intimidation, Medicine, Nature, Perception, and Survival.

Languages. You can speak, read, and write Common and one other standard language of your choice.

HOSTELER UPBRINGING

You were raised among innkeepers or tavern owners.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Ever Hospitable. When you make a Charisma (Persuasion) check or an ability check involving brewer's supplies or cook's utensils, you can roll a d4 and add the number rolled to the ability check.

Languages. You can speak, read, and write Common and one other standard language of your choice.

HUNTER UPBRINGING

You were raised among a people that taught you to hunt or simply stay alert.

Ability Score Increase. Your Wisdom score increases by 2, and your Dexterity score increases by 1.

Natural Tracker. You have proficiency in the Survival skill.

Languages. You can speak, read, and write Common.

INCOGNITO UPBRINGING

You were brought up by those who were not what they seemed.

Ability Score Increase. Your Charisma score increases by 2. In addition, one ability score of your choice increases by 1.

Good with People. You gain proficiency with two of the following skills of your choice: Deception, Insight, Intimidation, and Persuasion.

Languages. You can speak, read, and write Common and two other languages of your choice.

INQUISITIVE UPBRINGING

You were raised among bodyguards and investigators and were trained from a young age in their skills.

Ability Score Increase. Your Wisdom score increases by 2, and one other ability score of your choice increases by 1.

Deductive Intuition. When you make an Intelligence (Investigation) or a Wisdom (Insight) check, you can roll a d4 and add the number rolled to the ability check.

Languages. You can speak, read, and write Common and one other standard language of your choice.

INSIGHTFUL UPBRINGING

You were trained from a young age to read people and situations like books.

Ability Score Increase. Your Wisdom score increases by 2, and your Charisma score increases by 1.

Insightful. You have proficiency in the Insight skill.

Languages. You can speak, read, and write Common and two other languages of your choice.

LABORER UPBRINGING

You were brought up to perform a specific task or take up a specialized trade.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Specialization. You gain one skill proficiency and one tool proficiency of your choice.

Languages. You can speak, read, and write Common and one other language of your choice.

LABOR SOLDIER UPBRINGING

You were raised among a militant, industrious people whose weapons also serve as work tools.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Stonecunning. Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Languages. You can speak, read, and write Common and one other standard language of your choice.

LIMBO UPBRINGING

You were raised in the ever-turbulent churn of the plane of Limbo or among a people who hail from there.

Ability Score Increase. Your Wisdom score increases by 2, and your Intelligence score increases by 1.

Mental Discipline. You have advantage on saving throws against the charmed and frightened conditions.

Languages. You can speak, read, and write Common and one other language of your choice.



MAGE UPBRINGING

You were raised among a people who value arcane studies and, as a result, you know some rudimentary magic.

Ability Score Increase. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Languages. You can speak, read, and write Common and one other language of your choice.

MALBOLGE UPBRINGING

You were raised in Malbolge, the Sixth Hell, or among a people who hail from there.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Legacy of Malbolge. You know the *minor illusion* cantrip. Charisma is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and Infernal.

MALADOMINI UPBRINGING

You were raised in Maladomini, the Seventh Hell, or among a people who hail from there.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Legacy of Maladomini. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *ray of sickness* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Infernal.

MARID UPBRINGING

You were raised on the Elemental Plane of Water or in a marid's palace on the Material Plane.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Call to the Wave. You know the *shape water* cantrip. Constitution is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and Primordial.

MARITIME UPBRINGING

You were raised among sea creatures with whom you have an affinity.

Ability Score Increase. Your Strength, Constitution, and Charisma scores each increase by 1.

Emissary of the Sea. Aquatic beasts have an extraordinary affinity with your people. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

Languages. You can speak, read, and write Common and one other language of your choice.

MINAUROS UPBRINGING

You were raised in Minauros, the Third Hell, or among a people who hail from there.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Legacy of Minauros. You know the *mage hand* cantrip. When you reach 3rd level, you can cast the *Tenser's floating disk* spell once with this trait and regain the ability to do so when you finish a short or long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Infernal.

NATURAL ARTISAN UPBRINGING

You were raised among hunters who eat or make their living on meat.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Cunning Artisan. As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

Languages. You can speak, read, and write Common and one other language of your choice.

NESSUS UPBRINGING

You were raised in Nessus, the Ninth Hell, or among a people who hail from there.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Legacy of Nessus. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Infernal.

NOMADIC UPBRINGING

You were raised among a people constantly on the move, whether by choice or at swordpoint.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Survivor. You have proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, or Survival.

Languages. You can speak, read, and write Common and one other language of your choice.

PACK UPBRINGING

You were raised by pack animals or by a people who foster a pack mentality.

Ability Score Increase. Your Dexterity score increases by 1.

Pack Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Languages. You can speak, read, and write Common and one other language of your choice.

PHLEGETHOS UPBRINGING

You were raised in Phlegethos, the Fourth Hell, or among a people who hail from there.

Ability Score Increase. Your Charisma score increases by 2, and your Wisdom score increases by 1.

Legacy of Phlegethos. You know the *friends* cantrip. When you reach 3rd level, you can cast the *charm person* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and Infernal.

PREDATOR UPBRINGING

From a young age, you were taught to hunt using your strength, wits, and power to bring down prey.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Hunter's Instincts. You have proficiency in one of the following skills of your choice: Athletics, Intimidation, Perception, or Survival.

Languages. You can speak, read, and write Common and one other language of your choice.

PROSPECTOR UPBRINGING

You were raised among prospectors, investigators, or bounty hunters.

Ability Score Increase. Your Wisdom score increases by 2, and your Constitution score increases by 1.

Hunter's Intuition. When you make a Wisdom (Perception) or Wisdom (Survival) check, you can roll a d4 and add the number rolled to the ability check.

Languages. You can speak, read, and write Common and one other standard language of your choice.

PROTECTOR UPBRINGING

From a young age, a celestial offered you advice and directives and urged you to stand against evil.

Ability Score Increase. Your Wisdom and Charisma scores each increase by 1.

Radiant Soul. Starting at 3rd level, you can use your action to unleash divine energy, causing your eyes to glimmer and two luminous, incorporeal wings to sprout from your back.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a flying speed of 30 feet, and once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage is equal to half your level (rounded up).

Once you use this trait, you can't use it again until you finish a long rest.

Languages. You can speak, read, and write Common and Celestial.

PYROMANIAC UPBRINGING

You were raised among devil worshippers or charismatic pyromaniacs.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Hellfire. You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *burning hands* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and one other language of your choice.

RAVEN QUEEN-ALLY UPBRINGING

You were raised among a people who personally serve the Raven Queen in the Shadowfell.

Ability Score Increase. Your Dexterity or Constitution score increases by 1.

Improved Blessing of the Raven Queen. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long rest.

Starting at 3rd level, you also gain resistance to all damage when you teleport using this trait. The resistance lasts until the start of your next turn. During that time, you appear ghostly and translucent.

Languages. You can speak, read, and write Common and one other standard language of your choice.

RAVEN QUEEN-WORSHIPPER UPBRINGING

You were raised among a people who venerate the Raven Queen in the Shadowfell.

Ability Score Increase. Your Dexterity score increases by 1, and your Constitution score increases by 1.

Blessing of the Raven Queen. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a long rest.

Languages. You can speak, read, and write Common and one other standard language of your choice.

SCOURGE UPBRINGING

At a young age, a celestial imbued you with divine energy that blazes intensely within you.

Ability Score Increase. Your Constitution and Charisma scores each increase by 1.

Radiant Consumption. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing a searing light to radiate from you, pour out of your eyes and mouth, and threaten to char you.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you shed bright light in a 10-foot radius and dim light for an additional 10 feet, and at the end of each of your turns, you and each creature within 10 feet of you take radiant damage equal to half your level (rounded up). In addition, once on each of your turns, you can deal extra radiant damage to one target when you deal damage to it with an attack or a spell. The extra radiant damage equals your level.

Once you use this trait, you can't use it again until you finish a long rest.

Languages. You can speak, read, and write Common and Celestial.

SCOUT UPBRINGING

You were trained from a young age to be aware of your surroundings and to wield a sword and bow.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Languages. You can speak, read, and write Common and one other standard language of your choice.

SCRIBE UPBRINGING

You were raised among scribes, notaries, interpreters, cartographers, barristers, heralds, bookbinders, and others who work with words.

Ability Score Increase. Your Intelligence score increases by 2, and your Charisma score increases by 1.

Gifted Scribe. When you make an Intelligence (History) check or an ability check using calligrapher's supplies, you can roll a d4 and add the number rolled to the ability check.

Languages. You can speak, read, and write Common and one other standard language of your choice.

SHARP-WITTED UPBRINGING

You were raised among a people who prize biting wit and no-holds-barred wordplay.

Ability Score Increase. Your Charisma score increases by 2, and your Intelligence score increases by 1.

Devil's Tongue. You know the *vicious mockery* cantrip. When you reach 3rd level, you can cast the *charm person* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Languages. You can speak, read, and write Common and one other language of your choice.

SKILLED LABOR UPBRINGING

You were trained from a young age in a very specialized craft or trade.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Specialized. You gain one skill proficiency or one tool proficiency of your choice.

Languages. You can speak, read, and write Common and one other language of your choice.

SLEUTH UPBRINGING

You were raised among people who solve puzzles or baffling crimes for a living.

Ability Score Increase. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Sleuthing. You are proficient in one of the following skills of your choice: Arcana, History, or Investigation. In addition, your proficiency bonus is doubled for any ability check you make that uses the chosen skill.

Languages. You can speak, read, and write Common and your choice of one other standard language of your choice.

SPY UPBRINGING

You were raised among elite spies or assassins who trained you from an early age in their secret skills.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Cunning Intuition. When you make a Charisma (Performance) or Dexterity (Stealth) check, you can roll a d4 and add the number rolled to the ability check.

Languages. You can speak, read, and write Common and your choice of one other standard language of your choice.

STONEWORKER UPBRINGING

You were raised among stoneworkers who taught you to value vigilance and trained you with weapons that also serve as work tools.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Combat Training. You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.

Stonecunning. Whenever you make an

Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency. You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.

Languages. You can speak, read, and write Common and one other language of your choice.

STONY GROUND UPBRINGING

You were raised among a people who live beneath or among the rocks.

Ability Score Increase. Your Intelligence score increases by 2, and your Dexterity score increases by 1.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain and underground.

Languages. You can speak, read, and write Common, one other standard language, and one other language of your choice.

STORY COLLECTOR UPBRINGING

You were raised among a curious people that value storytelling and barter for lore and history.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Curiosity. When you encounter a notable object, such as a magic item, you can correctly recall its original purpose and its creators, whether those were dwarves, elves, humans, yuan-ti, or some other known race. In addition, you can determine the monetary value of objects more than a century old.

Languages. You can speak, read, and write Common and one other standard language of your choice.

STRONG-AND-SILENT UPBRINGING

You were raised among people used to getting their way by dint of being the strongest.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1.

Imposing Presence. You have proficiency in one of the following skills of your choice: Intimidation or Persuasion.

Languages. You can speak, read, and write Common and one other language of your choice.

STYGIA UPBRINGING

You were raised in Stygia, the Fifth Hell, or among a people who hail from there.

Ability Score Increase. Your Charisma score increases by 2, and your Constitution score increases by 1.

Legacy of Stygia. You know the *ray of frost* cantrip. Charisma is your spellcasting ability for this spell.

Languages. You can speak, read, and write Common and Infernal.

SURVIVALIST UPBRINGING

You were raised among those who have learned to survive in a trackless wilderness.

Ability Score Increase. Your Constitution and Wisdom scores each increase by 1.

Hunter's Lore. You gain proficiency with two of the following skills of your choice: Animal Handling, Nature, Perception, Stealth, and Survival.

Languages. You can speak, read, and write Common and one other language of your choice.

SYLVAN UPBRINGING

You were raised among a people that live at one with the natural world.

Ability Score Increase. Your Wisdom score increases by 2, and your Strength score increases by 1.

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Languages. You can speak, read, and write Common and two other standard languages.

TINKER UPBRINGING

You were raised among an inquisitive people who endlessly tinker, invent, and create.

Ability Score Increase. Your Intelligence score increases by 2, and your Constitution score increases by 1.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. You can have up to three such devices active at a time.

When you create a device, choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires your action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

Languages. You can speak, read, and write Common and one other standard language of your choice.

TRACKER UPBRINGING

From a young age, you were taught to live in the wild and how to track game or enemies.

Ability Score Increase. Your Strength score increases by 2, and your Wisdom score increases by 1.

Survival Training. You gain proficiency in the Survival skill.

Languages. You can speak, read, and write Common and one other language of your choice.

WATER MAGE UPBRINGING

You were taught from a young age to shape the salty air and water of your homeland.

Control Air and Water. You can cast *fog cloud* with this trait. Starting at 3rd level, you can cast *gust of wind* with it, and starting at 5th level, you can also cast *wall of water* with it (see the spell below). Once you cast a spell with this trait, you can't cast that spell with it again until you finish a long rest. Charisma is your spellcasting ability for these spells.

Weapon Training. You have proficiency with the spear, trident, light crossbow, and net.

Languages. You can speak, read, and write Common and one other language of your choice.

APPENDIX A: DRAGONMARKS

Dragonmarks are an option presented in *Eberron: Rising from the Last War**. If you wish to incorporate dragonmarks into your campaign, with your DM's permission, use the options presented below.

MARK OF DETECTION

The Mark of Detection is an investigator's dream. It sharpens powers of observation and intuition, allowing the bearer to draw connections and interpret clues others might miss. By actively drawing on the mark's powers, the bearer can detect poisons and study the energies of magic.

Choose one of your birth parents. The following traits replace all traits from that parentage except for Size and Age. If you want to adhere to the dragonmark lore found in *Eberron: Rising from the Last War*, only characters with elvish or human parentage can take this mark.

Magical Detection. You can cast the *detect magic* and *detect poison and disease* spells with this trait. Starting at 3rd level, you can also cast the *see invisibility* spell with it. Once you cast any of these spells with this trait, you can't cast that spell with it again until you finish a long rest. Intelligence is your spellcasting ability for these spells, and you don't require material components for them.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Detection Spells table are added to the spell list of your spellcasting class.

MARK OF DETECTION SPELLS

Spell Level	Spells
1st	<i>detect evil and good, detect poison and disease</i>
2nd	<i>detect thoughts, find traps</i>
3rd	<i>clairvoyance, nondetection</i>
4th	<i>arcane eye, divination</i>
5th	<i>legend lore</i>

MARK OF FINDING

The Mark of Finding sharpens the senses, guiding the hunter to prey.

Choose one of your birth parents. Two of the three following traits of your choice replace all of traits from that parentage except for Size and Age. If you want to adhere to the dragonmark lore found in *Eberron: Rising from the Last War*, only characters with human or orc parentage can take this mark.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Finder's Magic. You can cast the *hunter's mark* spell with this trait. Starting at 3rd level, you can also cast the *locate object* spell with it. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Finding Spells table are added to the spell list of your spellcasting class.

MARK OF FINDING SPELLS

Spell Level	Spells
1st	<i>faerie fire, longstrider</i>
2nd	<i>locate animals or plants, locate object</i>
3rd	<i>clairvoyance, speak with plants</i>
4th	<i>divination, locate creature</i>
5th	<i>commune with nature</i>

MARK OF HANDLING

The Mark of Handling gives its bearer a primal connection to beasts and the natural world, granting the power to calm and coax. This power extends beyond purely natural animals; the mark allows its bearer to guide a hippogriff as easily as a horse.

Choose one of your birth parents. The following traits replace all traits from that parentage except for Size and Age. If you want to adhere to the dragonmark lore found in *Eberron: Rising from the Last War*, only characters with human parentage can take this mark.

Primal Connection. You can cast the *animal friendship* and *speak with animals* spells with this trait, requiring no material component. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a short or long rest. Wisdom is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Handling Spells table are added to the spell list of your spellcasting class.

MARK OF HANDLING SPELLS

Spell Level Spells

1st	<i>animal friendship, speak with animals</i>
2nd	<i>beast sense, calm emotions</i>
3rd	<i>beacon of hope, conjure animals</i>
4th	<i>aura of life, dominate beast</i>
5th	<i>awaken</i>

MARK OF HEALING

A person with the Mark of Healing can save a life with a touch, restoring vitality and the will to live. When dealing with mundane medicine, the mark helps its bearer sense the nature of maladies, aiding them in finding a cure.

Choose one of your birth parents. The following traits replace all traits from that parentage except for Size and Age. If you want to adhere to the dragonmark lore found in *Eberron: Rising from the Last War*, only characters with halfling parentage can take this mark.

Healing Touch. You can cast the *cure wounds* spell with this trait. Starting at 3rd level, you can also cast *lesser restoration* with it. Once you cast either spell with this trait, you can't cast that spell with it again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Healing Spells table are added to the spell list of your spellcasting class.

MARK OF HEALING SPELLS

Spell Level Spells

1st	<i>cure wounds, healing word</i>
2nd	<i>lesser restoration, prayer of healing</i>
3rd	<i>aura of vitality, mass healing word</i>
4th	<i>aura of purity, aura of life</i>
5th	<i>*greater restoration</i>

MARK OF HOSPITALITY

They may not always have gold, but a person with the Mark of Hospitality is sure to be rich in friends. The magic of the mark allows the bearer to keep a place clean, and to heat, chill, and season food. It also helps the bearer connect with others.

Choose one of your birth parents. The following traits replace all traits from that parentage except for Size and Age. If you want to adhere to the dragonmark lore found in *Eberron: Rising from the Last War*, only characters with halfling parentage can take this mark.

Innkeeper's Magic. You know the *prestidigitation* cantrip. You can also cast the *purify food and drink* and *unseen servant* spells with this trait. Once you cast either spell with this trait, you can't cast that spell with it again until you finish long rest. Charisma is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Hospitality Spells table are added to the spell list of your spellcasting class.

MARK OF HOSPITALITY SPELLS

Spell Level Spells

1st	<i>goodberry, sleep</i>
2nd	<i>aid, calm emotions</i>
3rd	<i>create food and water, Leomund's tiny hut</i>
4th	<i>aura of purity, Mordenkainen's private sanctum</i>
5th	<i>hallow</i>

MARK OF MAKING

The Mark of Making guides its bearer through any act of creation. The bearer of the mark can mend broken things with a touch, and always has a minor magic item they've been working on. An artificer or a wizard will get the most out of this mark, but anyone can find a use for an enchanted blade.

Choose one of your birth parents. The following traits replace all traits from that parentage except for Size and Age. If you want to adhere to the dragonmark lore found in *Eberron: Rising from the Last War*, only characters with human parentage can take this mark.

Spellsmith. You know the *mending* cantrip. You can also cast the *magic weapon* spell with this trait. When you do so, the spell lasts for 1 hour and doesn't require concentration. Once you cast the spell with this trait, you can't do so again until you finish a long rest. Intelligence is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Making Spells table are added to the spell list of your spellcasting class.

MARK OF MAKING SPELLS

Spell Level	Spells
1st	<i>identify, Tenser's floating disk</i>
2nd	<i>continual flame, magic weapon</i>
3rd	<i>conjure barrage, elemental weapon</i>
4th	<i>fabricate, stone shape</i>
5th	<i>creation</i>

MARK OF PASSAGE

The Mark of Passage governs motion, allowing its bearer to move with uncanny speed. The bearer of the mark can even slip through space in the blink of an eye.

Choose one of your birth parents. Two of the three following traits of your choice replace all traits from that parentage except for Size and Age. If you want to adhere to the dragonmark lore found in *Eberron: Rising from the Last War*, only characters with human parentage can take this mark.

Courier's Speed. Your base walking speed increases by 5 feet.

Magical Passage. You can cast the *misty step* spell once with this trait, and you regain the ability to cast it when you finish a long rest. Dexterity is your spellcasting ability for this spell.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Passage Spells table are added to the spell list of your spellcasting class.

MARK OF PASSAGE SPELLS

Spell Level	Spells
1st	<i>expeditious retreat, jump</i>
2nd	<i>misty step, pass without trace</i>
3rd	<i>blink, phantom steed</i>
4th	<i>dimension door, freedom of movement</i>
5th	<i>teleportation circle</i>

MARK OF SCRIBING

The Mark of Scribing deals with communication—both the written and spoken word. A person who bears this mark can feel words as though they are living creatures struggling to make their meaning known. The mark provides a range of gifts. It translates languages, but it also allows its bearer to communicate with others at a distance.



Choose one of your birth parents. The following traits replace all traits from that parentage except for Size and Age. If you want to adhere to the dragonmark lore found in *Eberron: Rising from the Last War*, only characters with gnomish parentage can take this mark.

Scribe's Insight. You know the *message* cantrip. You can also cast *comprehend languages* once with this trait, and you regain the ability to cast it when you finish a short or long rest. Starting at 3rd level, you can cast the *magic mouth* spell with this trait, and you regain the ability to cast it when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Scribing Spells table are added to the spell list of your spellcasting class.

MARK OF SCRIBING SPELLS

Spell Level	Spells
1st	<i>comprehend languages, illusory script</i>
2nd	<i>animal messenger, silence</i>
3rd	<i>sending, tongues</i>
4th	<i>arcane eye, confusion</i>
5th	<i>dream</i>

MARK OF SENTINEL

The Mark of Sentinel warns and protects. It heightens senses and reflexes, allowing an heir to respond to threats with uncanny speed. It can shield its bearer from harm. Whether on the battlefield or the ballroom, someone who carries the Mark of Sentinel is prepared for danger.

Choose one of your birth parents. The following traits replace all traits from that parentage except for Size and Age. If you want to adhere to the dragonmark lore found in *Eberron: Rising from the Last War*, only characters with human parentage can take this mark.

Guardian's Shield. You can cast the *shield* spell once with this trait, and you regain the ability to cast it after you finish a long rest. Wisdom is your spellcasting ability for this spell.

Vigilant Guardian. When a creature you can see within 5 feet of you is hit by an attack roll, you can use your reaction to swap places with that creature, and you are hit by the attack instead. Once you use this trait, you can't do so again until you finish a long rest.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Sentinel Spells table are added to the spell list of your spellcasting class.

MARK OF SENTINEL SPELLS

Spell Level Spells

1st	<i>compelled duel, shield of faith</i>
2nd	<i>warding bond, zone of truth</i>
3rd	<i>counterspell, protection from energy</i>
4th	<i>death ward, guardian of faith</i>
5th	<i>Bigby's hand</i>

MARK OF SHADOW

The Mark of Shadow lets a person weave illusions, crafting magic to distract or delight. It also allows its bearer to sculpt shadows, making it easy to avoid detection.

Choose one of your birth parents. The following traits replace all traits from that parentage except for Size and Age. If you want to adhere to the dragonmark lore found in *Eberron: Rising from the Last War*, only characters with elvish parentage can take this mark.

Shape Shadows. You know the *minor illusion* cantrip. Starting at 3rd level, you can cast the *invisibility* spell once with this trait, and you regain the ability to cast it when you finish a long rest. Charisma is your spellcasting ability for these spells.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Shadow Spells table are added to the spell list of your spellcasting class.

MARK OF SHADOW SPELLS

Spell Level Spells

1st	<i>disguise self, silent illusion</i>
2nd	<i>darkness, pass without trace</i>
3rd	<i>clairvoyance, major image</i>
4th	<i>greater invisibility, hallucinatory terrain</i>
5th	<i>mislead</i>

MARK OF STORM

Wind and water welcome those who carry the Mark of Storm, and some learn to call on the power of the storm itself.

Choose one of your birth parents. Two of the three following traits of your choice replace all of the traits from that parentage except for Size and Age. If you want to adhere to the dragonmark lore found in *Eberron: Rising from the Last War*, only characters with elvish or human parentage can take this mark.

Headwinds. You know the *gust* cantrip. Starting at 3rd level, you can cast the *gust of wind* spell once with this trait, and you regain the ability to cast it when you finish a long rest. Charisma is your spellcasting ability for these spells.

Storm's Boon. You have resistance to lightning damage.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Storm Spells table are added to the spell list of your spellcasting class.

MARK OF STORM SPELLS

Spell Level Spells

1st	<i>feather fall, fog cloud</i>
2nd	<i>gust of wind, levitate</i>
3rd	<i>sleet storm, wind wall</i>
4th	<i>conjure minor elementals, control water</i>
5th	<i>conjure elemental</i>

MARK OF WARDING

The Mark of Warding helps its bearers protect things of value. Using the mark, a bearer can weave wards with mystic force. It also provides its bearer with an intuitive understanding of locks used to protect and seal.

Choose one of your birth parents. The following traits replace all traits from that parentage except for Size and Age. If you want to adhere to the dragonmark lore found in *Eberron: Rising from the Last War*, only characters with dwarven parentage can take this mark.

Wards and Seals. You can cast the *alarm* and *mage armor* spells with this trait. Starting at 3rd level, you can also cast the *arcane lock* spell with it. Once you cast any of these spells with this trait, you can't cast that spell with it again until you finish a long rest. Intelligence is your spellcasting ability for these spells, and you don't need material components for them when you cast them with this trait.

Spells of the Mark. If you have the Spellcasting or the Pact Magic class feature, the spells on the Mark of Warding Spells table are added to the spell list of your spellcasting class.

MARK OF WARDING SPELLS

Spell Level	Spells
1st	<i>alarm, armor of Agathys</i>
2nd	<i>arcane lock, knock</i>
3rd	<i>glyph of warding, magic circle</i>
4th	<i>Leomund's secret chest, Mordenkainen's faithful hound</i>
5th	<i>antilife shell</i>

APPENDIX B: MIXING AND MATCHING

With the rules provided in the main text of *An Elf and an Orc Had a Little Baby: Parentage and Upbringing in D&D*, characters can either have two of the same parentage and exhibit the traits of that parentage fully or be of a half-parentage, exhibiting traits of both parents. Either way, that character has the traits of only one upbringing.

However, we recognize that people might want to take this concept many steps further. The following tables break down how many points each trait provided by parentage or upbringing is worth, then allow player choice in character creation.

PARENTAGE

The total points of traits given to a character from their parentage ranges from 11-17 points, with the majority of them falling within 13-16 points. Characters have to stay within the first range of points to keep them balanced; However, your DM may decide to limit you to the second range.

Let's look at three generations of a family:

Murbol is a full orc with Relentless Endurance (6 points), Darkvision (4 points), and Powerful Build (1 point). Erryn is a triton who has Amphibious (1 point), Guardians of the Depths (3 points), Swim (2 points), Darkvision (4 points), and Acid Resistance (3 points).

They have a child named Khelmes, who inherits Darkvision (4 points), Amphibious (1 point), Relentless Endurance (6 points), Swim (2 points), and Acid Resistance (3 points) for a total of 16 points. This falls within the point range of 11-17 and is, therefore, an acceptable combination of traits.

Khelmes has a child with Doxia, a half-Hill Dwarf, half-Leonin. Doxia has Speed (35) (2 points), Daunting Roar (4 points), Darkvision (4 points), and Dwarven Toughness (5 points) for a total of 15 points.

Years later, the two have a child named Teoz who can now inherit any combination of traits that are no less than 11 and no more than 17, depending on what your DM says, from his parents or his grandparents.

PARENTAGE TRAITS

Traits	Points
Common Traits	
Amphibious	1
Darkvision	4
Powerful Build	1
Speed 25 ft.	-2
Swim	2
Aarakocra Parentage	
Flight	6
Talons	1
Celestial Parentage	
Celestial Resistance	4
Healing Hands	2
Light Bearer	2
Centaur Parentage	
Charge	4
Equine Build	1
Fey	2
Hooves	1
Speed 40 ft.	6
Changeling Parentage	
Shapechanger	9
Voice Change	3
Wardrobe Change	5
Draconic Parentage	
Breath Weapon	7
Damage Resistance	3
Dwarven Parentage	
Ability Score Increase	4
Duergar Magic	6
Duergar Resilience	6
Dwarven Resilience	5
Dwarven Toughness	5
Sunlight Sensitivity	-6
Superior Darkvision	2 or 4
Elemental Parentage	
Acid Resistance	3
Djinni Resistances	5
Earth Walk	1

Traits	Points
Fire Resistance	3
Natural Armor	2
Petrification Resistance	2
Unending Breath	1
Elven Parentage	
Child of the Sea	3
Drow Magic	6
Fey Ancestry	3
Fey Step	15
Fleet of Foot	2
Keen Senses	2
Necrotic Resistance	2
Sunlight Sensitivity	-6
Superior Darkvision	2 or 4
Sylvan Magic	2
Trance	1
Firbolg Parentage	
Firbolg Magic	9
Hidden Step	5
Gith Parentage	
Githyanki Psionics	6
Githzerai Psionics	6
Kinship	2
Thralldom Resistance	2
Gnomish Parentage	
Gnome Cunning	4
Improved Gnome Cunning	5
Natural Illusionist	2
Restless	3
Superior Darkvision	2 or 4
Goblinoid Parentage	
Ability Score Increase	4
Long-Limbed	6
Nimble Escape	8
Reserves of Strength	7
Goliath Parentage	
Mountain Adaptation	5
Natural Athlete	2
Stone's Endurance	7

Traits	Points
Grung Parentage	
Climb	3
Poison Dart	6
Poisonous Skin	12
Standing Leap	2
Water Dependency	-3
Halfling Parentage	
Childlike Appearance	2
Climb 20 ft.	2
Halfling Nimbleness	2
Heavy Armor Exception	1
Lucky	4
Naturally Stealthy	6
Silent Speech	4
Stout Resilience	5
Human Parentage	
Ability Score Increase	6
Relentless Endurance	6
Infernal Parentage	
Hellish Resistance	3
Winged	6
Kalashtar Parentage	
Dual Mind	5
Mental Discipline	2
Mind Link	5
Severed from Dreams	1
Kenku Parentage	
Instinctive Flight	1
Kenku Reflexes	4
Slow Fall	2
Talons	2
Kobold Parentage	
Dragon's Magic	6
Dragon's Resistance	3
Keen Senses	2
Restless	3
Sunlight Sensitivity	-6
Wings	14
Leonin Parentage	
Claws	1
Daunting Roar	4

Traits	Points
Pounce	3
Speed +5	2
Lizardfolk Parentage	
Bite	3
Hold Breath	1
Hungry Jaws	5
Natural Armor	4
Locathah Parentage	
Leviathan Nerves	4
Leviathan Will	7
Natural Armor	2
Water Dependency	-3
Loxodon Parentage	
Keen Smell	6
Loxodon Serenity	4
Natural Armor	2
Trunk	1
Minotaur Parentage	
Goring Rush	3
Hammering Horns	2
Horns	2
Orc Parentage	
Relentless Endurance	6
Satyr Parentage	
Fey	2
Fey Cunning	11
Magic Resistance	10
Ram	1
Speed +5	2
Shifter Parentage	
Beasthide Shifting	6
Longtooth Shifting	5
Shifting	3
Swiftside Shifting	6
Wildhunt Shifting	8
Simic Hybrid Parentage	
Acid Spit	9
Carapace	4
Grappling Appendages	3
Manta Glide	1

Traits	Points
Nimble Climber	6
Underwater Adaptation	3
Tabaxi Parentage	
Cat's Claws	3
Cat's Talent	2
Feline Agility	6
Turtle Parentage	
Claws	1
Hold Breath	1
Natural Armor	4
Shell Defense	1
Triton Parentage	
Acid Resistance	3
Guardians of the Depths	3
Vedalken Parentage	
Partially Amphibious	1
Vedalken Mind	7
Warforged Parentage	
Constructed Resilience	10
Integrated Protection	6
Sentry's Rest	1
Yuan-ti Parentage	
Ophidian Magic	2
Poison Resistance	4
Venom Resistance	2
Dragonmarks	
Courier's Speed	1
Finder's Magic	6
Guardian's Shield	6
Headwinds	6
Healing Touch	6
Inkeeper's Magic	6
Magical Detection	6
Primal Connection	6
Scribe's Insight	6
Shape Shadows	6
Spellsmith	6
Spells of the Mark	5
Storm's Boon	3
Vigilant Guardian	3
Wards and Seals	6

UPBRINGING

The total points of traits given to a character from their upbringing range from 12-17 points, with the majority falling within 14-16 points. Characters have to stay within the first range of points to keep them balanced. However, your DM may decide to limit you to the second range.

You cannot combine +2s from different upbringings. You can either have a +2/+1 combination or a +1/+1 combination for ability score increases.

Let's look at the same family we saw in the Parentage section of Appendix B.

Murbol, an orc, has a Forest upbringing. Due to his upbringing, he got a +2 to Intelligence (8 points), a +1 to Dexterity (4 points), Speak with Small Beasts (1 point), and he knows how to read, write, and speak Common and a language of his choice (1 point). He chose Orc. Erryn, a triton, has a Spy upbringing. Due to her upbringing, she got +2 to Dex (8 points), a +1 to Charisma (4 points), Cunning Intuition (1 point), and she knows how to speak, read, and write Common and one other standard language of her choice (1 point). She chose Elvish.

Khelmes was raised with a combination of his parents' upbringings. Due to his mixed Forest/Spy upbringing, he got +2 Intelligence (8 points), +1 Charisma (4 points), Speak with Small Beasts (1 point), and he knows how to read, write, and speak Common and a language of his choice (1 point). He Chose Orc. Doxia has a Skilled Laborer upbringing. Because of that she got +2 Constitution (8 points), +1 to an ability score of her choosing (5 points), a skill or tool proficiency of her choice (2 points), and she can speak, read, and write Common and another language of her choice (1 point). She chose Leonin.

If Doxia and Khelmes raise Teoz with a combination of their upbringings and his grandparents' upbringings, he can choose traits equal to no less than 12 and no more than 17, depending on what your DM says. Teoz also cannot combine +2s from different upbringings. He can either have a +2/+1 combination or a +1/+1 combination for ability score increases.

UPBRINGING TRAITS

Traits	Points
Common Traits	
Ability Score Increase +1	4
Ability Score Increase +2	8
Doesn't Speak Common	-1
Speaks Common	0
Speaks 2 Languages	0
Speaks Common + 1 Language of Choice	1
Speaks Common + 2 Languages of Choice	2
Tool Proficiency	1
Weapon Training	1
Abjurer Upbringing	
Magic Resistance	4
Mind Trick	4
Acrobatic Upbringing	
Mirthful Leaps	0
Reveler	2
Aerial Upbringing	
Dive Attack	2
Aggressive Upbringing	
Aggressive	4
Menacing	2
Airship Upbringing	
Windwright's Intuition	1
Aquatic Upbringing	
Friend of the Sea	1
Arboreal Upbringing	
Arboreal Alertness	2
Artificer Upbringing	
Artisan's Intuition	1
Astral Upbringing	
Decadent Master	4
Martial Prodigy	1
Athletic Upbringing	
Observant and Athletic	2
Avernus Upbringing	
Legacy of Avernus	2
Banker Upbringing	
Warder's Intuition	2
Beastrider Upbringing	
The Bigger They Are	2
Wild Intuition	1

Traits	Points
Cania Upbringing	
Legacy of Cania	4
Caravaneer Upbringing	
Intuitive Motion	1
Combative Upbringing	
Formidable Attacks	2
Menacing	2
Common Defense Upbringing	
Brave	2
Slinger	1
Competitive Upbringing	
Competitive	3
Consular Upbringing	
Skill Versatility	6
Cunning Upbringing	
Infernal Legacy	2
Dao Upbringing	
Merge with Stone	5
Defender Upbringing	
Armor Training	3
Defiant Upbringing	
Fury of the Small	3
Djinni Upbringing	
Mingle with the Wind	5
Dis Upbringing	
Legacy of Dis	2
Draconic Upbringing	
Dragon Whelp	1
Dramatic Upbringing	
Draw Attention	13
Efreeti Upbringing	
Reach to the Blaze	2
Fallen Upbringing	
Necrotic Shroud	6
Fierce Upbringing	
Fierce	2
Forest Upbringing	
Speak with Small Beasts	1
Forger Upbringing	
Expert Forgery	2
Charlatan Training	4
Mimicry	4

Traits	Points
Graceful Upbringing	
Graceful	2
Guardian Upbringing	
Sentinel's Intuition	1
Guerrilla Upbringing	
Sneaky	2
Surprise Attack	2
Hardy Upbringing	
Natural Athlete	2
Healer Upbringing	
Medical Intuition	1
Hinterland Upbringing	
Aggressive	3
Primal Intuition	4
Hosteler Upbringing	
Ever Hospitable	1
Hunter Upbringing	
Natural Tracker	2
Incognito Upbringing	
Good with People	3
Insightful Upbringing	
Insightful	2
Laborer Upbringing	
Specialization	2
Labor Soldier Upbringing	
Combat Training	1
Stonecunning	1
Limbo Upbringing	
Mental Discipline	4
Mage Upbringing	
Cantrip	3
Malbolge Upbringing	
Legacy of Malbolge	2
Maladomini Upbringing	
Legacy of Maladomini	4
Marid Upbringing	
Call to the Wave	2
Maritime Upbringing	
Emissary of the Sea	1
Minauros Upbringing	
Legacy of Minauros	4

Traits	Points
Natural Artisan Upbringing	
Cunning Artisan	2
Nessus Upbringing	
Legacy of Nessus	4
Nomadic Upbringing	
Survivor	2
Pack Upbringing	
Pack Tactics	7
Phlegethos Upbringing	
Legacy of Phlegethos	4
Predator Upbringing	
Hunter's Instincts	2
Prospector Upbringing	
Hunter's Intuition	1
Protector Upbringing	
Radiant Soul	8
Pyromaniac Upbringing	
Hellfire	4
Raven Queen-Worshipper Upbringing	
Blessing of the Raven Queen	6
Raven Queen-Ally Upbringing	
Improved Blessing of the Raven Queen	8
Scourge Upbringing	
Radiant Consumption	7
Scout Upbringing	
Mask of the Wild	3
Scribe Upbringing	
Gifted Scribe	1
Sharp-Witted Upbringing	
Devil's Tongue	4
Skilled Labor Upbringing	
Specialized	2
Sleuth Upbringing	
Sleuthing	2
Spy Upbringing	
Cunning Intuition	1
Stoneworker Upbringing	
Combat Training	1
Stone Cunning	1
Stony Ground Upbringing	
Stone Camouflage	2

Traits	Points
Story Collector Upbringing	
Curiosity	1
Strong-and-Silent Upbringing	
Imposing Presence	1
Stygia Upbringing	
Legacy of Stygia	2
Survivalist Upbringing	
Hunter's Lore	5
Sylvan Upbringing	
Speech of Beast and Leaf	1
Stonecunning	1
Tinker Upbringing	
Artificer's Lore	2
Tinker	2
Tracker Upbringing	
Survival Training	2
Water Mage Upbringing	
Control Air and Water	12